SONIC THE HEDGEHOG 1 & 2

SEGA'S™ OFFICIAL PLAYER'S GUIDE

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- EXCLUSIVE SECRETS AND TIPS DIRECT FROM SEGA™ TO YOU!
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OFFICIAL SEGA SEAL OF QUALITY

SONIC THE HEDGEHOG 1 & 2™

SEGA'S™ OFFICIAL PLAYER'S GUIDE

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Project Manager: Scott Steinberg
Editor: Nic Lavroff
Senior Writer: Rusel DeMaria
Additional Writing: Zach Meston
Copyediting: Laurie Stewart and Kathy Mejia
Production Manager: Laurie Stewart
Production Coordinator: Marian Hartsough
Interior Design: Vargas Williams Design
Layout: Juan Vargas, Marian Hartsough, and Rusel DeMaria
Maps: Carla Laser, Tom Stratton, Edwin Smith, and Rusel DeMaria
Game Analysts: Rusel DeMaria, Martin Villalovos, Joe Cain, Vy Nong, Zach Meston, and Tom Stratton
Electronic Prepress Specialist: Ocean Quigley
Color Separation: Top Copy Graphics
Cover Design: The Dunlavey Studio
Sonic 2 Product Manager: Mike Yoshii

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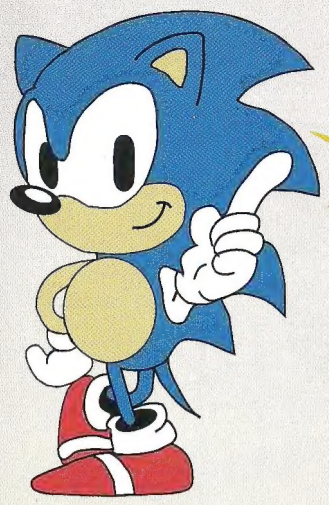

I'm Sonic The Hedgehog. Welcome to Mobius! That's my planet. It's a real nice place.

Well, it was until Dr. Ivo Robotnik came along, imprisoned all of my friends, and spoiled it all. Come along with me and help me send Robotnik and all of his evil sidekicks back where they came from.

I'll show you how to defeat Robotnik and all of his insidious mechno-monsters. I'll also tell you where all the good stuff is hidden and how to get them! And I've even got a few extra special secrets to share, too!

Check out this handy guide through Mobius and join me in my fight to free my friends and make the planet a safe and fun place again!

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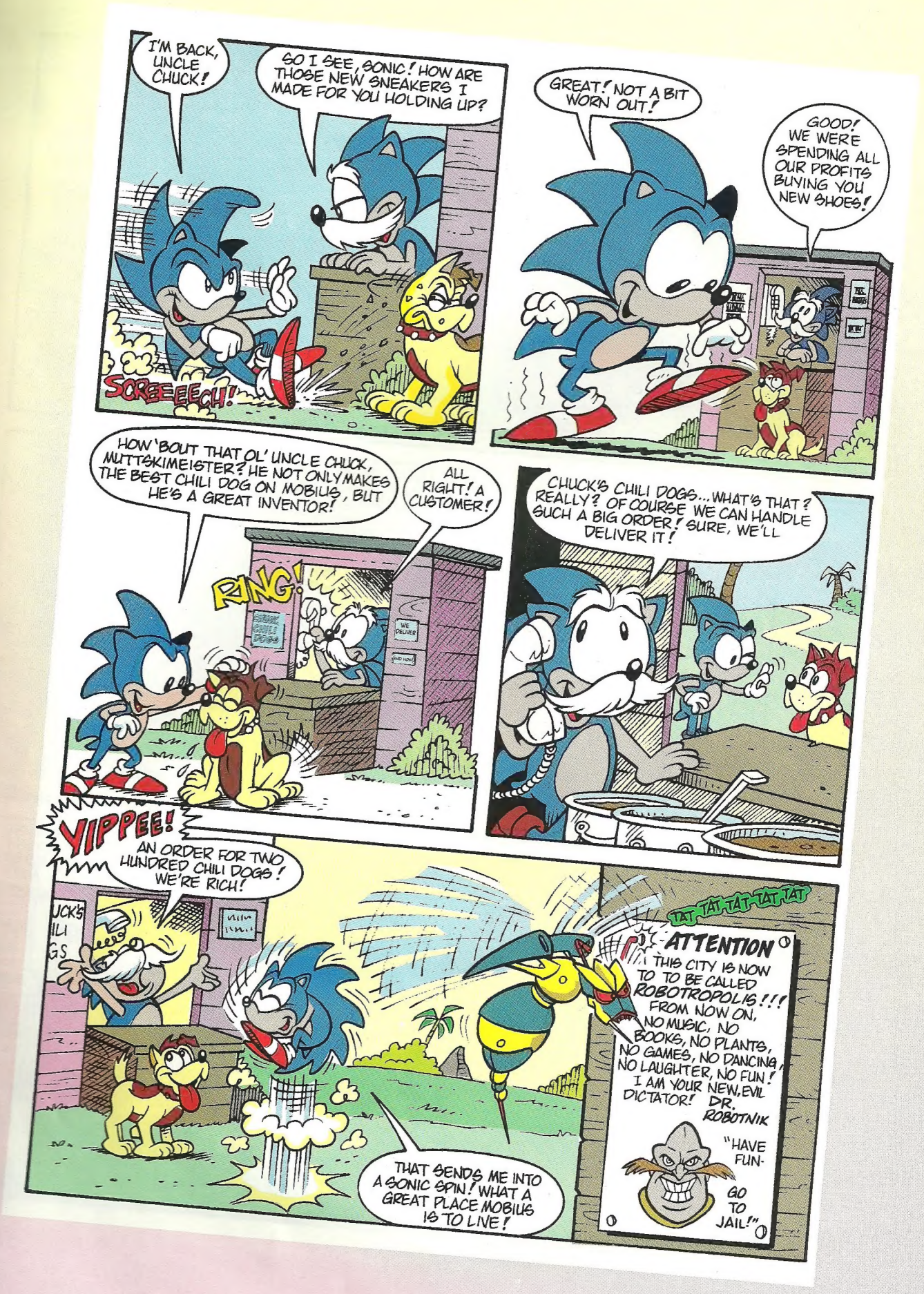
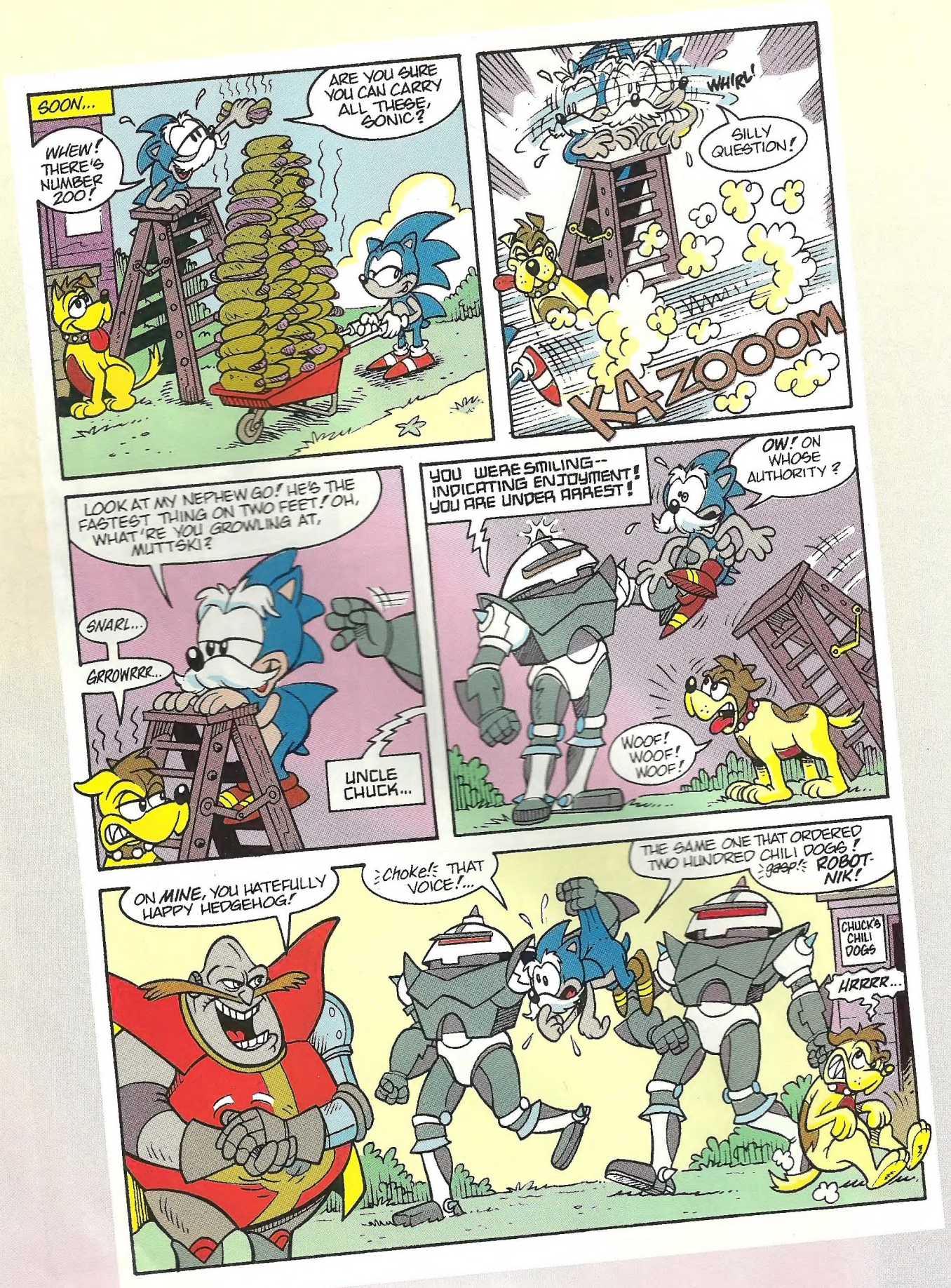
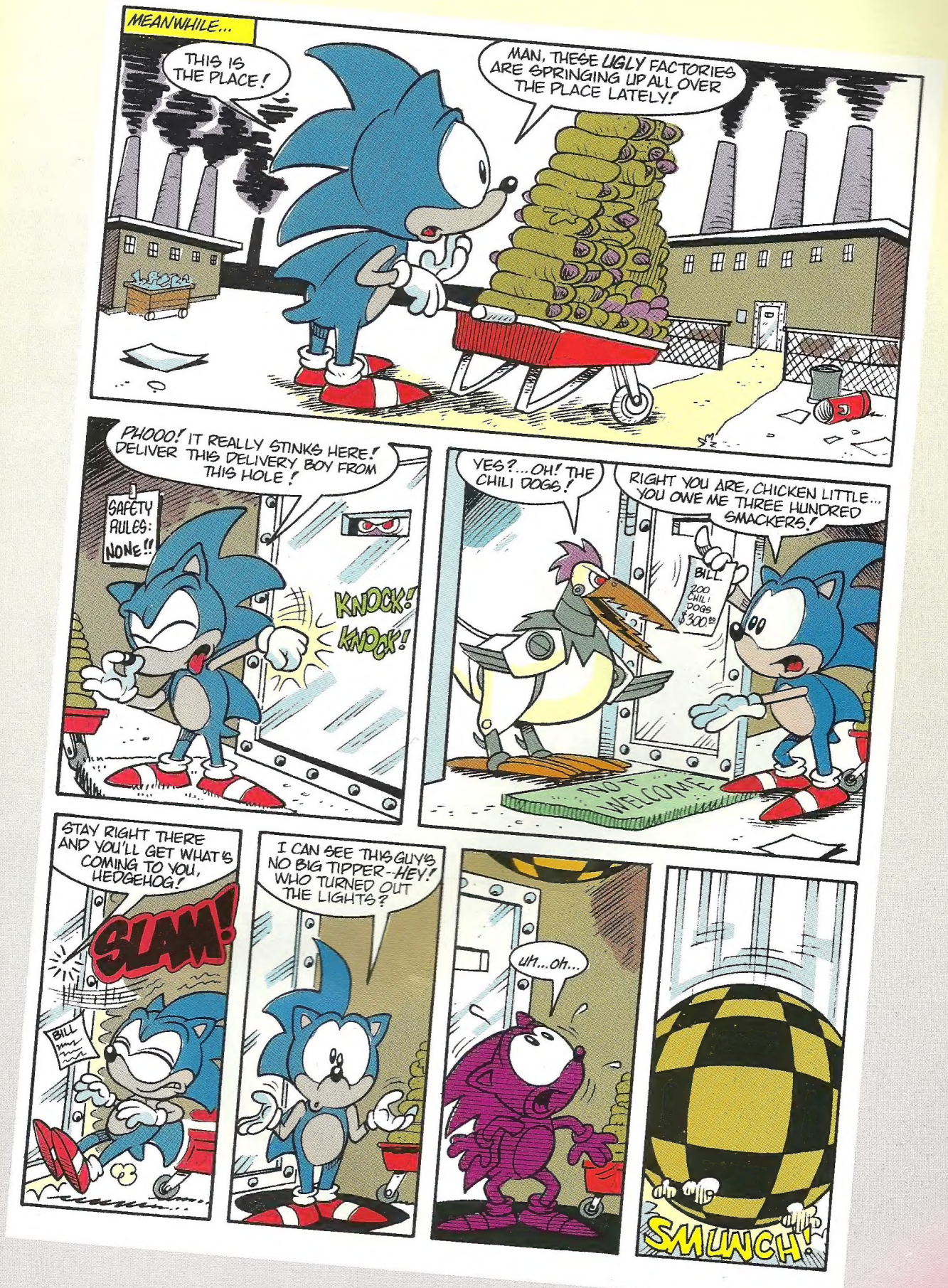
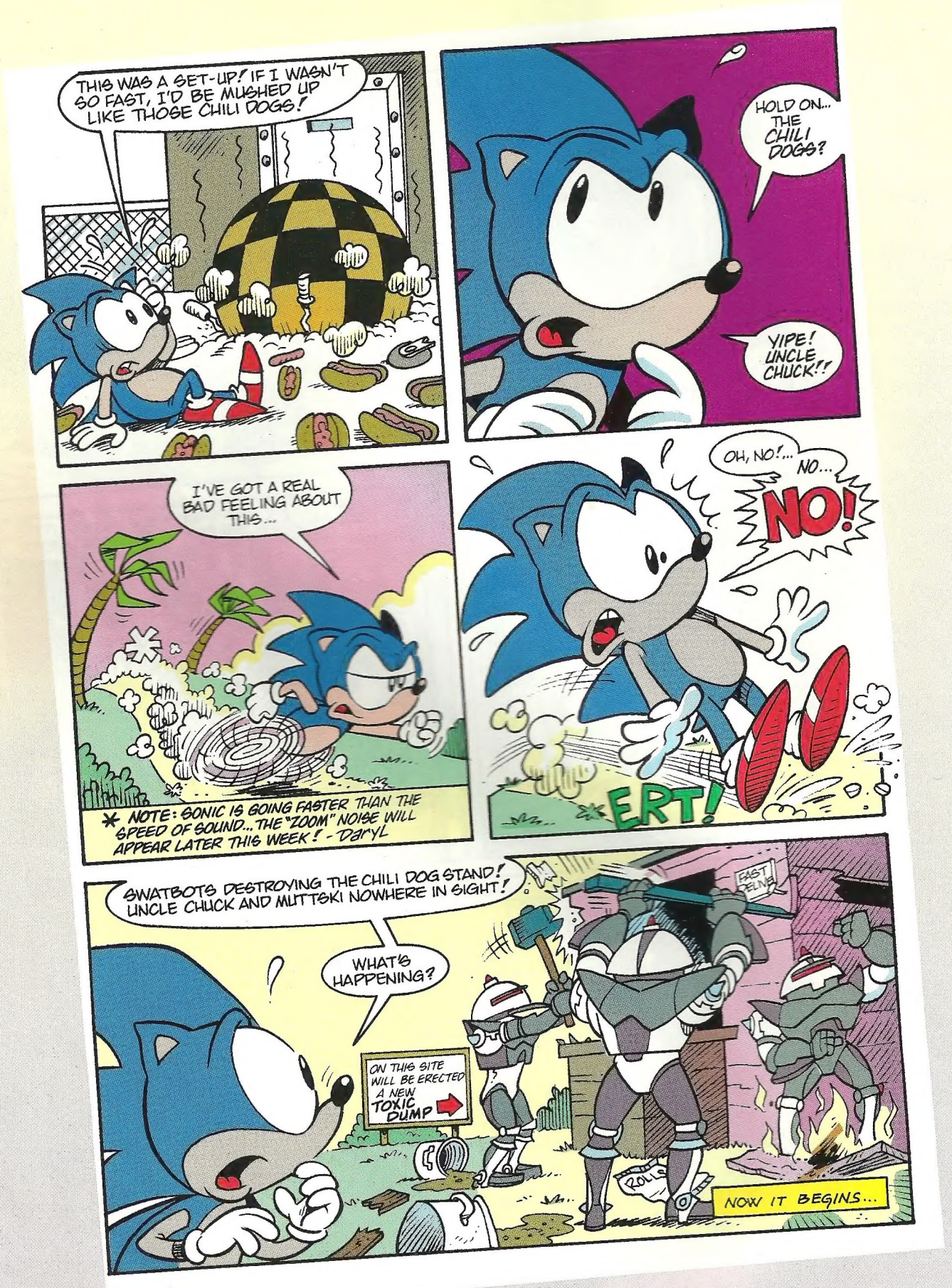
Now that you know how to find your way around Mobius, it's time to tell you how all of this mess started. So what are you waiting for? Let's go.

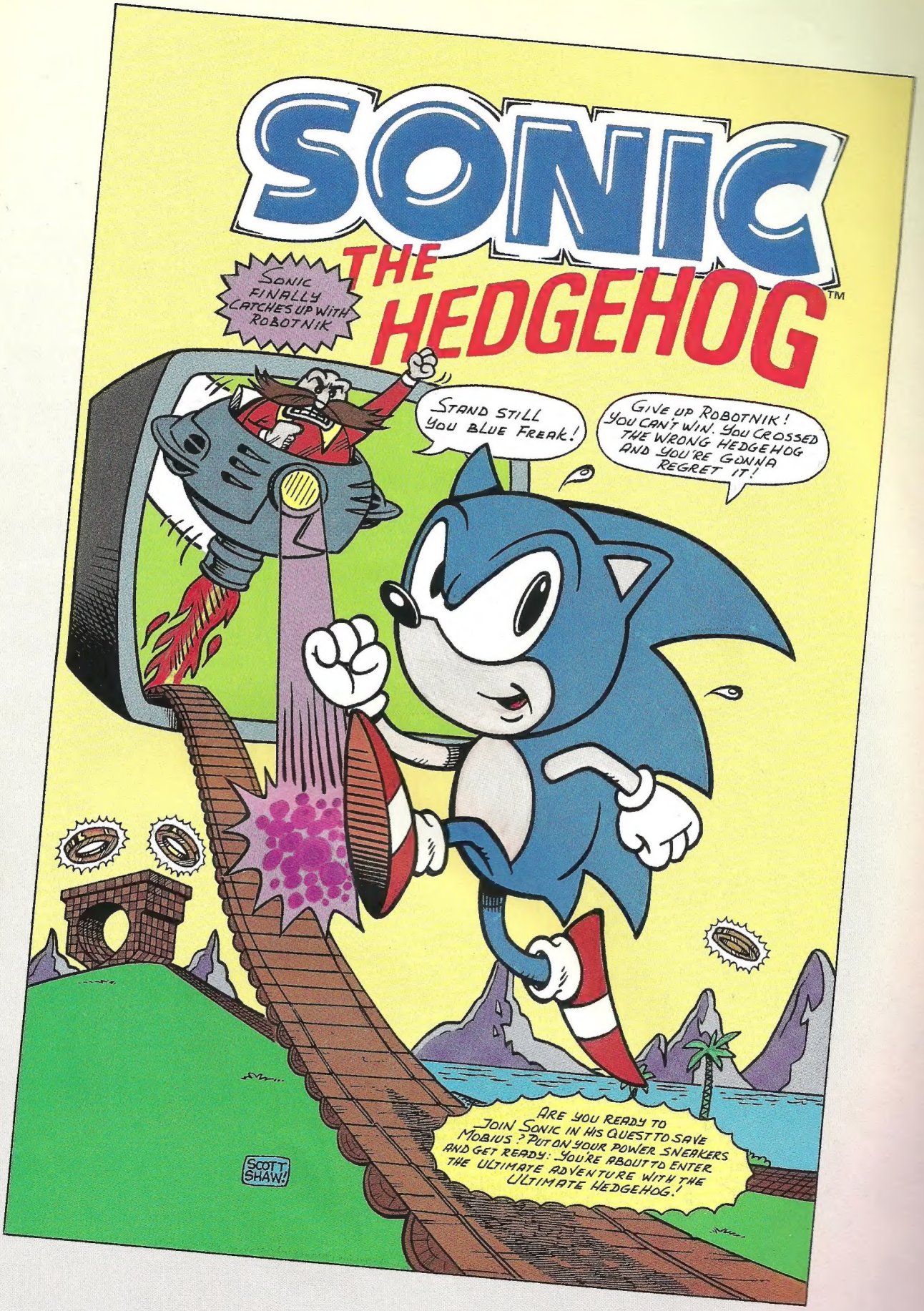
SONIC THE HEDGEHOG™
HERE! WELL, YOU'VE SEEN OUR SITUATION ON MOBIUS! BUT HOW DID IT GET LIKE THAT?
LET'S TAKE A SPIN DOWN MEMORY LANE AND SEE WHAT HAPPENED...
...IN A TALE WE'LL CALL ...
OH NO--ROBO! NOMO' MOBO!
THINGS WERE GREAT IN THE OLD DAYS... MOBIUS WAS A WAY COOL PLACE TO LIVE... MY UNCLE CHUCK HAD THIS ULTRA CHILI DOG STAND... AND THE FASTEST DELIVERY BOY ON TWO FEET....
HERE HE COMES, MUTTSKI!... ANOTHER LAND SPEED RECORD!
VROOOOOOM
CHUCK'S CHILI DOGS
WE DELIVER
(AND HOW!)
WURF! YIP! RALPH!
WRITER- MICHAEL GALLAGHER
PENCILLER- SCOTT SHAW!
INKER- BILL WHITE
LETTERER- DAN NAKROSIS
COLORIST- BARRY GROSSMAN
EDITOR SUPREME- DARYL EDELMAN


I'M BACK, UNCLE CHUCK!
SO I SEE, SONIC! HOW ARE THOSE NEW SNEAKERS I MADE FOR YOU HOLDING UP?
SCREEEECH!
GREAT! NOT A BIT WORN OUT!
GOOD! WE WERE SPENDING ALL OUR PROFITS BUYING YOU NEW SHOES!
HOW 'BOUT THAT OL' UNCLE CHUCK, MUTTSKIMEISTER? HE NOT ONLY MAKES THE BEST CHILI DOG ON MOBIUS, BUT HE'S A GREAT INVENTOR!
ALL RIGHT! A CUSTOMER!
RING!
WE DELIVER
CHUCK'S CHILI DOGS... WHAT'S THAT? REALLY? OF COURSE WE CAN HANDLE SUCH A BIG ORDER! SURE, WE'LL DELIVER IT!
YIPPEE!
AN ORDER FOR TWO HUNDRED CHILI DOGS! WE'RE RICH!
TAT TAT TAT TAT TAT
ATTENTION
THIS CITY IS NOW TO TO BE CALLED ROBOTROPOLIS!!! FROM NOW ON, NO MUSIC, NO BOOKS, NO PLANTS, NO GAMES, NO DANCING, NO LAUGHTER, NO FUN! I AM YOUR NEW, EVIL DICTATOR! DR. ROBOTNIK
"HAVE FUN- GO TO JAIL!"
THAT SENDS ME INTO A SONIC SPIN! WHAT A GREAT PLACE MOBIUS IS TO LIVE!


SOON...
ARE YOU SURE YOU CAN CARRY ALL THESE, SONIC?
WHEW! THERE'S NUMBER 200!
WHIRL!
SILLY QUESTION!
KA-ZOOOM
LOOK AT MY NEPHEW GO! HE'S THE FASTEST THING ON TWO FEET! OH, WHAT'RE YOU GROWLING AT, MUTTSKI?
SNARL...
GRROWRRR...
UNCLE CHUCK...
YOU WERE SMILING-- INDICATING ENJOYMENT! YOU ARE UNDER ARREST!
OW! ON WHOSE AUTHORITY?
WOOF! WOOF! WOOF!
ON MINE, YOU HATEFULLY HAPPY HEDGEHOG!
:Choke!: THAT VOICE!...
THE SAME ONE THAT ORDERED TWO HUNDRED CHILI DOGS! :gasp!: ROBOT-NIK!
CHUCK'S CHILI DOGS
HRRRR...


MEANWHILE...
THIS IS THE PLACE!
MAN, THESE UGLY FACTORIES ARE SPRINGING UP ALL OVER THE PLACE LATELY!
PHOOO! IT REALLY STINKS HERE! DELIVER THIS DELIVERY BOY FROM THIS HOLE!
SAFETY RULES: NONE!!
KNOCK! KNOCK!
YES?...OH! THE CHILI DOGS!
RIGHT YOU ARE, CHICKEN LITTLE... YOU OWE ME THREE HUNDRED SMACKERS!
BILL
200 CHILI DOGS $300.00
NOT WELCOME
STAY RIGHT THERE AND YOU'LL GET WHAT'S COMING TO YOU, HEDGEHOG!
SLAM!
BILL
I CAN SEE THIS GUY'S NO BIG TIPPER--HEY! WHO TURNED OUT THE LIGHTS?
UH...OH...
SMUNCH!


THIS WAS A SET-UP! IF I WASN'T SO FAST, I'D BE MUSHED UP LIKE THOSE CHILI DOGS!
HOLD ON... THE CHILI DOGS?
YIPE! UNCLE CHUCK!!
I'VE GOT A REAL BAD FEELING ABOUT THIS...
OH, NO!... NO... NO!
ERT!
* NOTE: SONIC IS GOING FASTER THAN THE SPEED OF SOUND... THE "ZOOM" NOISE WILL APPEAR LATER THIS WEEK! - Daryl
SWATBOTS DESTROYING THE CHILI DOG STAND! UNCLE CHUCK AND MLITTSKI NOWHERE IN SIGHT!
WHAT'S HAPPENING?
ON THIS SITE WILL BE ERECTED A NEW TOXIC DUMP
FAST FOOD
ROLLS
NOW IT BEGINS...


SONIC
THE HEDGEHOG™
SONIC FINALLY CATCHES UP WITH ROBOTNIK
STAND STILL YOU BLUE FREAK!
GIVE UP ROBOTNIK! YOU CAN'T WIN. YOU CROSSED THE WRONG HEDGEHOG AND YOU'RE GONNA REGRET IT!
ARE YOU READY TO JOIN SONIC IN HIS QUEST TO SAVE MOBIUS? PUT ON YOUR POWER SNEAKERS AND GET READY: YOU'RE ABOUT TO ENTER THE ULTIMATE ADVENTURE WITH THE ULTIMATE HEDGEHOG!
SCOTT SHAW!

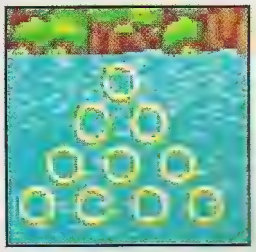
SONIC THE HEDGEHOG FOR SEGA GENESIS: THE FIRST ADVENTURE

Hey! Are you ready for high-powered, super-fast action? Not just ordinary velocity. I'm talking about Super-Sonic Speed! If you're quick enough, I'll take you with me on my adventures. Oh, sure. I know you probably don't have cool blue spikes like me, but you can come along anyway! Try to keep up, OK?

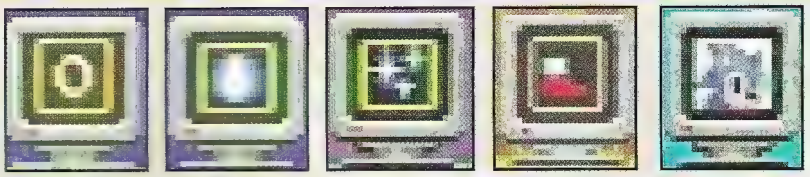
The handy maps at the beginning of each Act give you the big picture of our journey through the Act. Sometimes treacherous and super-cool areas on a map are surrounded by colored boxes and are coded with letters. Just turn to the sections in the text that match the letters on the map to find superb strategies and hints. Some maps don't have any boxes or letters 'cause the route through the Act is a single path, even if it backtracks on itself again. Check out Green Hill Zone Act 3 to see what I mean. You'll never stray too far off the beaten track with these maps!

Tips for Playing Sonic The Hedgehog for Sega Genesis

Robotnik has devised a lot of dangerous traps. He's trapped all of the creatures of Mobius inside mean, dangerous mechanical beasts, and he's scattered traps all over the place. But not everything is bad. There are Rings that hold life energy, special Power Sneakers to make you run fast, and protective items to save you from danger. Every time you get hit, you lose your Rings unless you have a Shield or an Invincibility power-up. And remember, as long as you have at least one Ring, you'll stay alive even when your enemies hit you!



Wherever you go, collect as many Rings as you can. You get an extra Sonic for every 100 Rings you collect.



The Super Ring is worth 10 regular Rings.

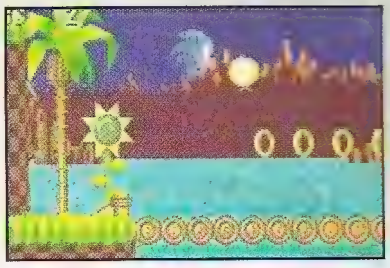
The Shield protects you from one hit.

Invincibility protects your from harm for a while.

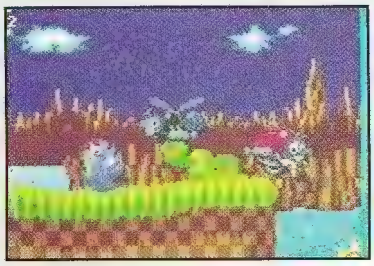
The Power Sneakers make you go even faster than usual.

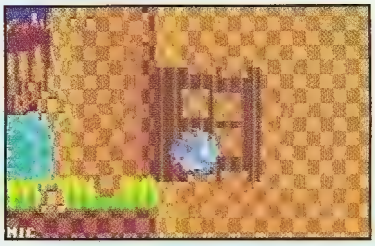
The 1-Up gives you an extra Sonic.

The Lamppost is a way point. If you fall in a pit or otherwise don't make it through an Act, you'll start from the last Lamppost you crossed.



You can do many things. You can attack high or low.





You can even use your cool blue spikes to dig through some walls! You've got ultimate hedgehog power!

To foil Robotnik's plans, you'll need to collect all six Chaos Emeralds. These powerful gems hold the negative energy of the Universe in them. You must unite them all to defeat Robotnik and bring harmony back to Mobius.

To get the Chaos Emeralds, you must collect at least 50 Rings and take them through the gate at the end of an Act. That's how you get into the Special Zone. You'll always meet Robotnik in Act 3, so you'll never be able to enter the Special Zone from there.

For help with the Special Zone, turn to page 61!

GREEN HILL ZONE

GOALS FOR THIS ZONE

Green Hill is the land of opportunity. Collect lots of Rings and get extra Lives and Continues.

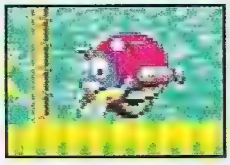
It won't get any easier than this!

Act 1 is easy. Just get through it without losing any Rings and you'll get one or two extra Lives. Act 2 is a good place to get some Lives, too, but Act 3 is where you can score big. If you play Act 3 perfectly, you can get four extra Lives! And a little later, I'll tell you how to stock up on Sonics.

(Hey! That's me!)

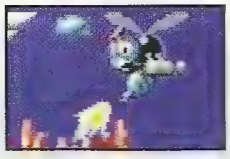
NEW ENEMIES

You'll meet five new enemies in the Green Hill Zone: Moto Bug, Chopper, Crabmeat, Buzz Bomber, and Newtron.

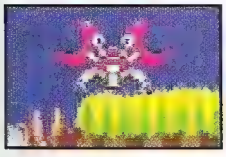


Moto Bug
Moto is easy to handle. Just spin-attack him.

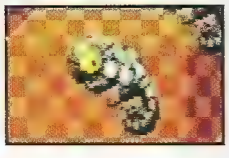
Chopper
Watch out for Chopper when you cross a bridge!



Buzz Bomber
Buzz Bomber shoots from his tail. Don't get in the way!



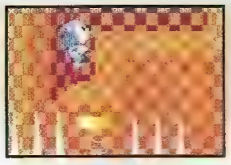
Crabmeat
Crabmeat sometimes shoots fireballs. Watch out!



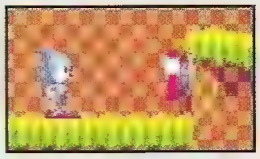
Newtron
Newtron is invincible at first. Jump him when he has fully materialized.

NEW PLACES

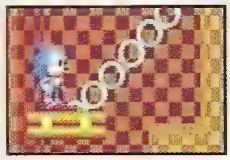
Green Hill is full of challenges. Watch out for spikes and collapsing ledges. Have fun with swings and springs.



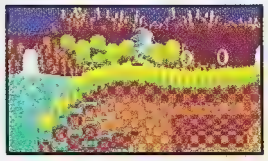
Yellow Springs
Yellow springs send you flying.



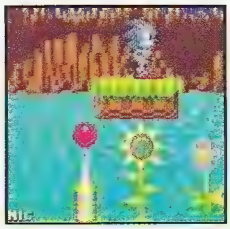
Red Springs
Red springs send you flying even farther!



Swings
Use swings to get across.

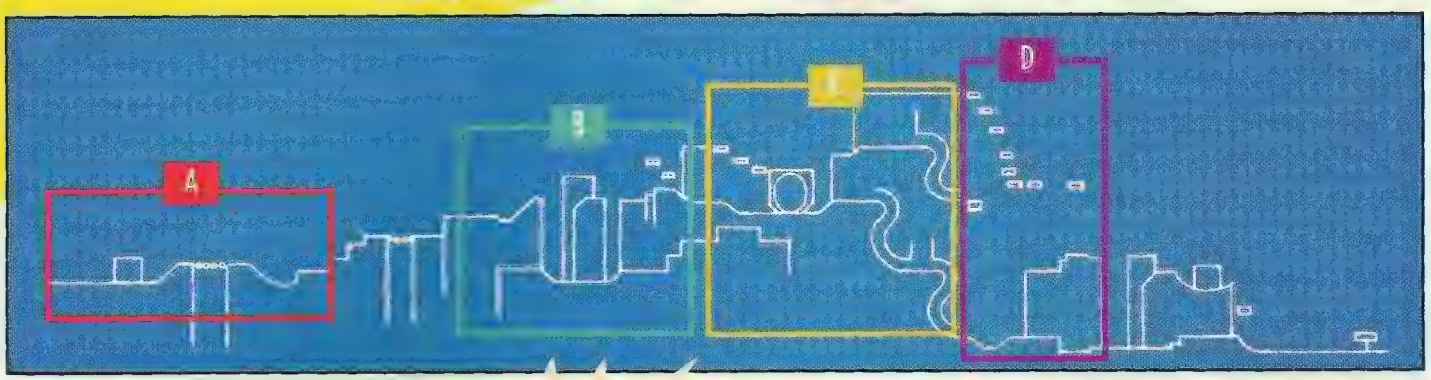


Collapsing Ledges
Look out for these ledges! They'll fall when you step on them.



Lamppost and Floating Platforms
The Lamppost marks a spot in the Act. You'll start again from here if you lose a Life!

ACT 1 GREEN HILL ZONE



Welcome to Green Hill Act 1. If you get all the Rings and all the bonus Monitors, you'll gain some extra Lives. And remember, there's more than one path through most Acts, and this one is no exception. Look for special bonus items along the lower path. Jump on the upper platforms to get to the Shield at the top of the loop.

A Getting Started

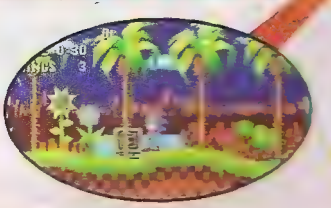
Area A is a cruise, but that doesn't mean there's nothing to see. Check the trees to find springs and things! It always pays to look around.

Springs for Rings!

BONUS

Your first bonus!

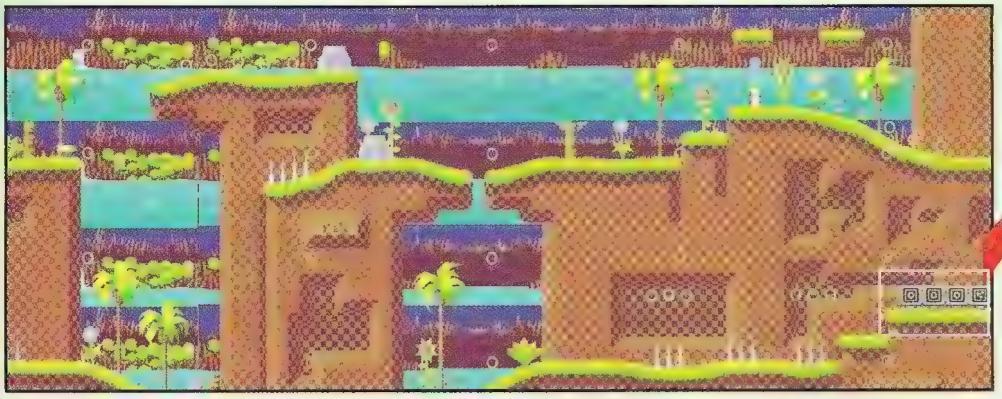
Find the hidden power-up.



Invincibility!

B Upper and Lower Routes

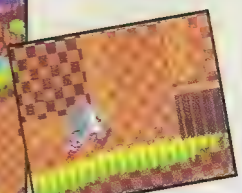
There are two routes through the middle section of Act 1. Try going along the lower route first. Then jump back up on top to finish.



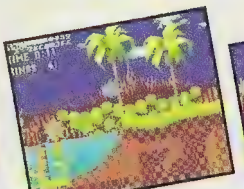
Take the lower route to collect a big bonus. But watch out for spikes along the way!

C Loops, Monitors, and More

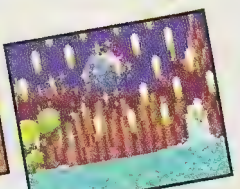
Take the Power Ramp for Rings



Blast through . . .



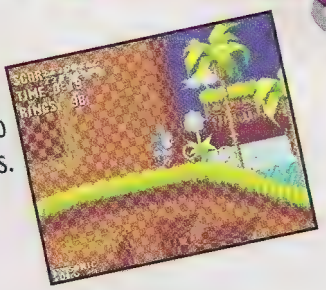
. . . hit the ramp . . .



. . . and collect!

D More Rings

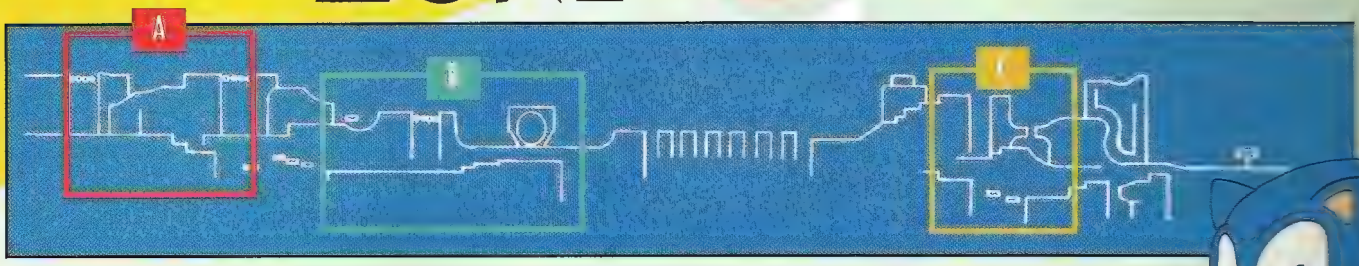
Just before the end, take the floating platform to collect 20 more Rings.

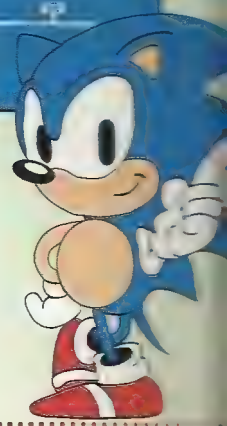


One on the ledge . . .

. . . and one in the tree.

GREEN HILL ZONE ACT 2





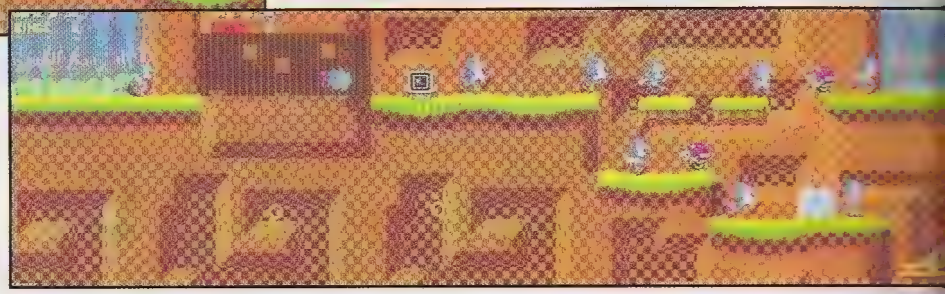
Welcome to Green Hill Zone Act 2. Look for bonus Monitors along the lower route, and don't forget to collect the 1-Up on top of the loop. Take your time and you can collect more than 200 Rings. That way you can gain three free Sonics.

A Upper and Lower Routes

Take a step toward the spikes, then tap the jump button. You'll sail over the spikes and down to collect 20 Rings and a Shield.

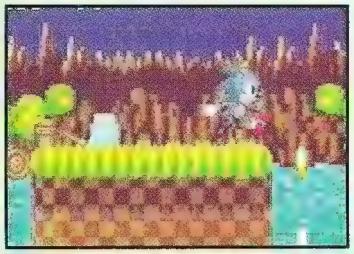
UPPER ROUTE

Run at full speed and spin to break through the wall.



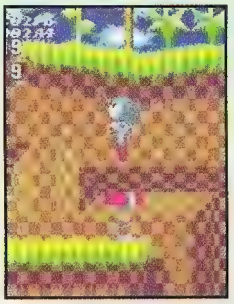
LOWER ROUTE: Take the swing to find more bonus items.

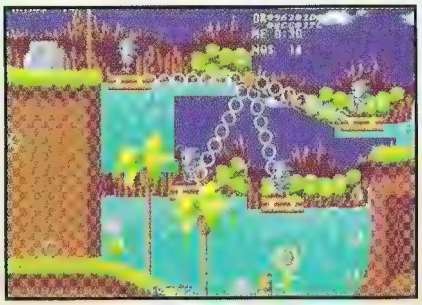
B Two Ways to the 1-Up



With the red Power Sneakers, you can jump to reach the 1-Up on top of the loop.

Or go the lower route and jump off the Red spring.





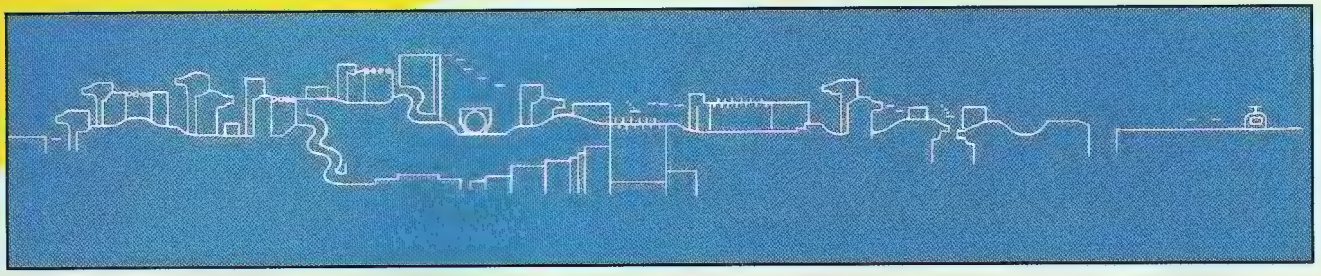
This swing lets you collect some more Rings. Get up the slope on the swing or run fast to get to the top.

C Upper and Lower Routes (Take 2)

On the upper route there are a few more Rings to get if you jump to the top. Don't forget the Yellow spring hidden in the tree.

This alternate lower route doesn't get you much—just a Shield and 10 Rings. But it's exciting!

GREEN HILL ZONE ACT 3

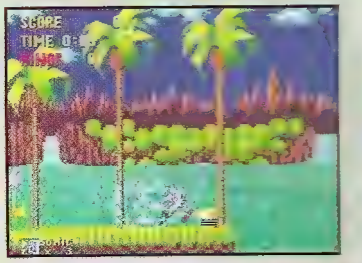


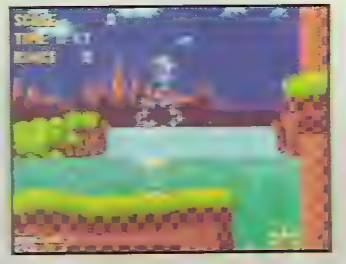
CAN YOU EARN 4 LIVES IN ONE

HERE'S HOW!

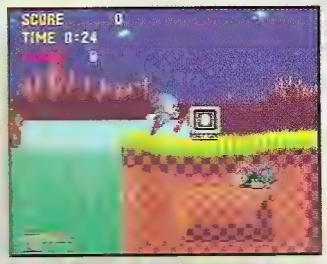
REMEMBER!
You can't get four Lives unless you keep your Rings.
Don't get hit!!

Getting Started

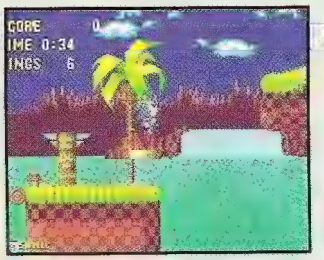




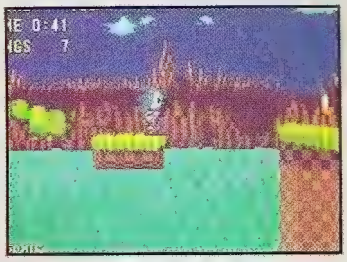
1. Grab the Invincibility bonus in the tree and jump on the two Yellow springs.



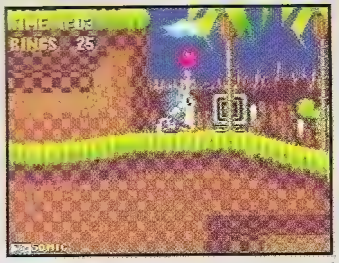
2. Collect the Shield and . . .



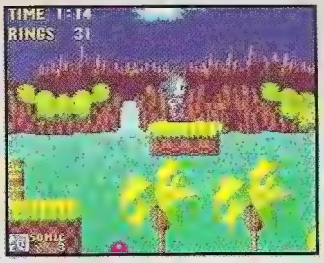
. . . spring again!

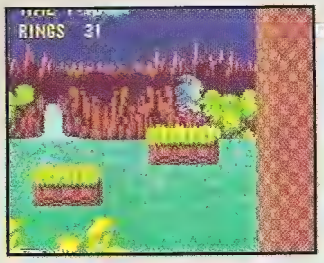


3. Ride a platform.

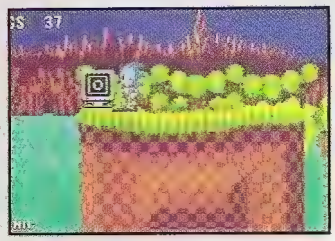


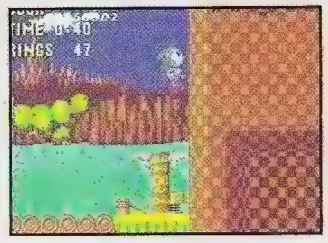
4. Power Sneakers, anyone?



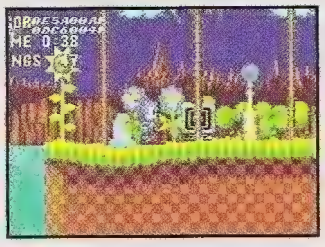


5. Ride more platforms to the right.





6. Get more Rings, then use the spring.

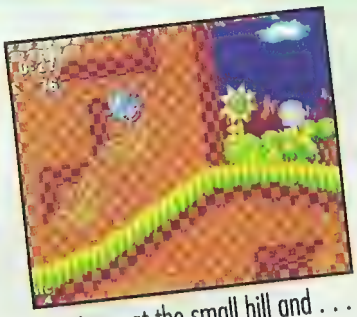


7. Collect more Rings in the tree.

This is the mid-point. Later, you'll start Act 3 from here. For now, though, continue to the right to get the 1-Up.

8. There are two ways to get the 1-Up:
Walk off the top of the cliff, or use platforms . . .

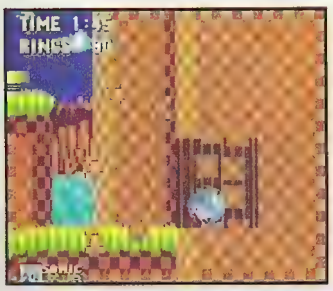
. . . or hit the Red spring just past the loop . . .



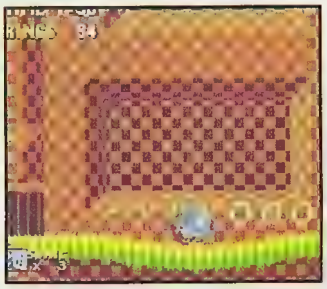
. . . jump at the small hill and . . .

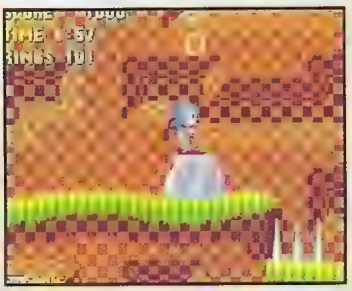
. . . fly to the top.

Use the Red spring to power Sonic back up through the tunnel. Press DOWN to spin. Go back to the start and take the lower route to collect a major bonus.



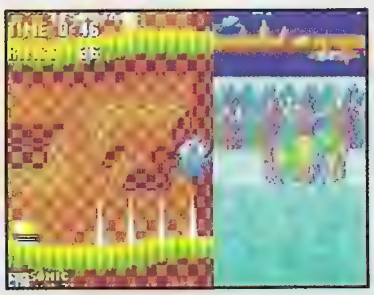
9. Back at the start, make your own tunnel on the lower path.





10. Spin through the S-tunnel and collect Rings. You should have 100 now, and an extra Life. This area is tricky. Watch out for Newtrons, Buzz Bombers, and deadly spikes. Be patient. Don't rush.

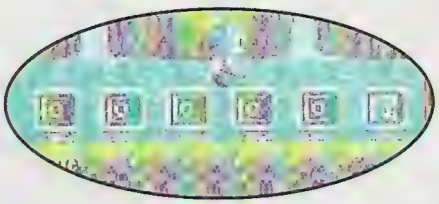
11. Don't jump on the spring!

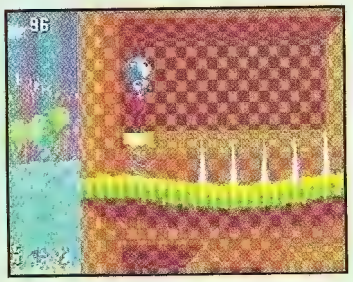


Jump over the spikes and . . .

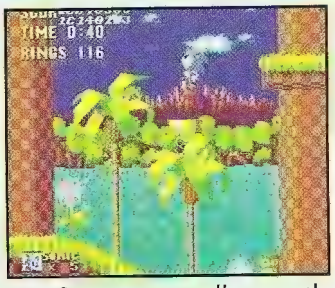
. . . SCORE!!!

It's a 50-Ring bonus AND a 1-Up!

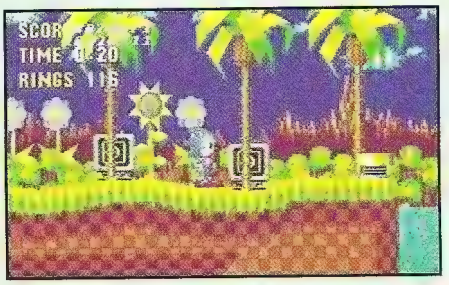




12. Jump to the upper route just past the thorn bridge.

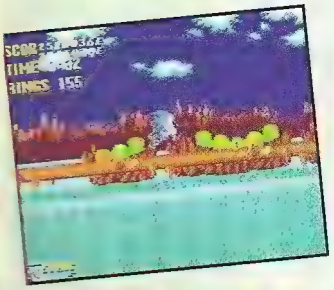


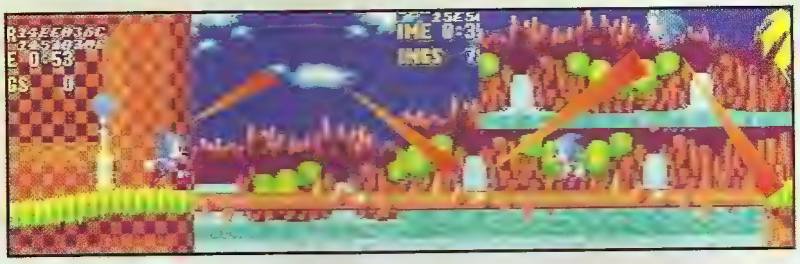
13. Spring up to collect another 30 Rings hidden in trees and on a plateau.

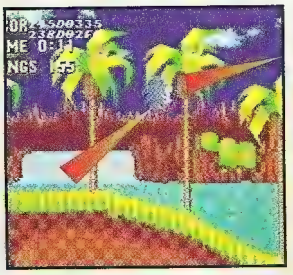


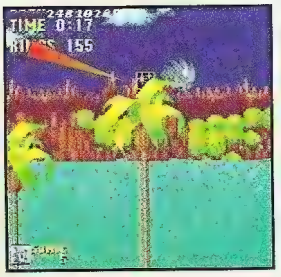
14. If you've been able to keep all your Rings, you should have gained four free Sonics by this point—more than 200 Rings and two 1-Ups. Now, go fall on the spikes beneath the swing. You'll lose a Sonic, but you'll still be up three! Keep doing this as many times as you want to stockpile Lives for the harder Acts to come. When you're ready, move onward to take on Robotnik.

Walk slowly across the thorn bridge to avoid getting hurt. You can also get back over the thorn bridge. Jump when the nearest thorns are pointing down, then jump again quickly in the middle of the bridge. You have to be quick.



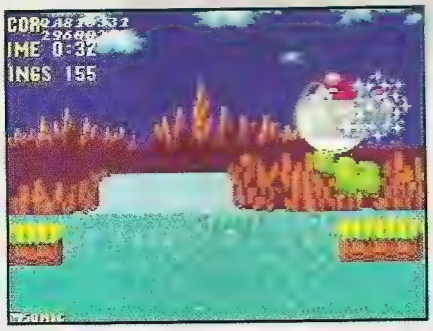




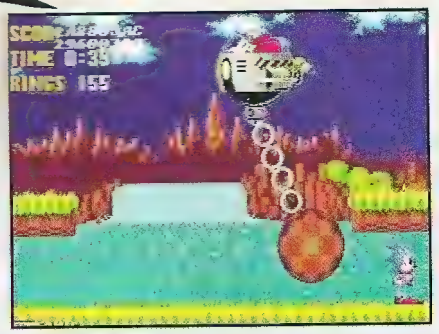


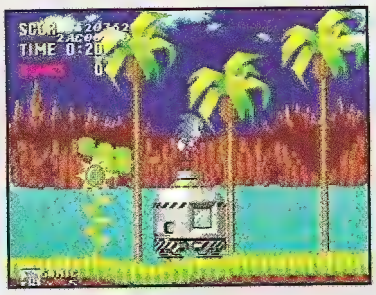
Take off from the hill to get the Invincibility in the tree.

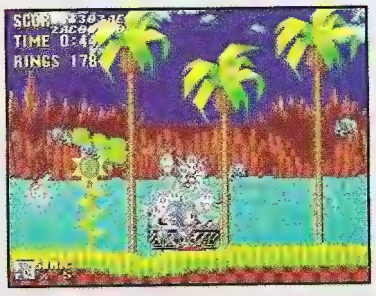
Beating Robotnik



Wait for Robotnik to fly in from the right and bash him quickly as he flies by. If you're invincible, just keep bashing. Otherwise, avoid his wrecking ball. It can really ruin your day. You're safe in the corners. Hit him 8 times, and he'll crash and burn.







After you beat Robotnik, free your friends!

MARBLE ZONE

HEY!

GOALS FOR THIS ZONE

Get ready for some underground adventure.

Marble Zone is a funky place . . . funky and hot! Don't stand around in a lava lake or you'll get a hot foot and Sonic don't play that game.

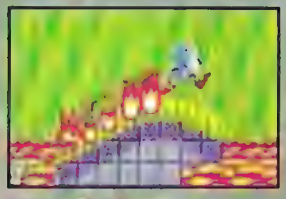
If you're good, and clever, you can get at least two extra Sonics in each Act.

NEW ENEMIES

Caterkiller
Watch out for Caterkiller. His spikes are sharp! To defeat Caterkiller, use a rolling Spin Attack from the front.

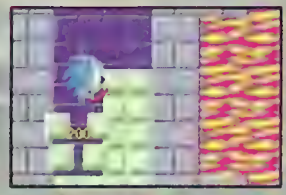
Batbrain
Batbrain perches above and swoops down to catch you by surprise. A normal jump attack takes care of him.

NEW PLACES

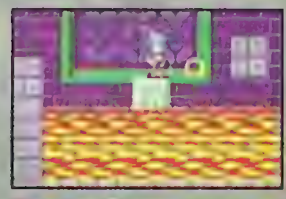


Fiery Platforms
Some platforms catch fire when Sonic runs over them.

Giant Cylinders
Don't get crushed under the giant cylinders!

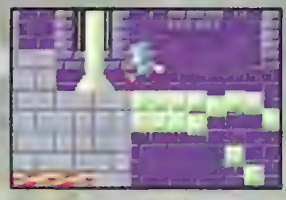


Breakaway Barriers
Some barriers open up to Sonic's jump attack.



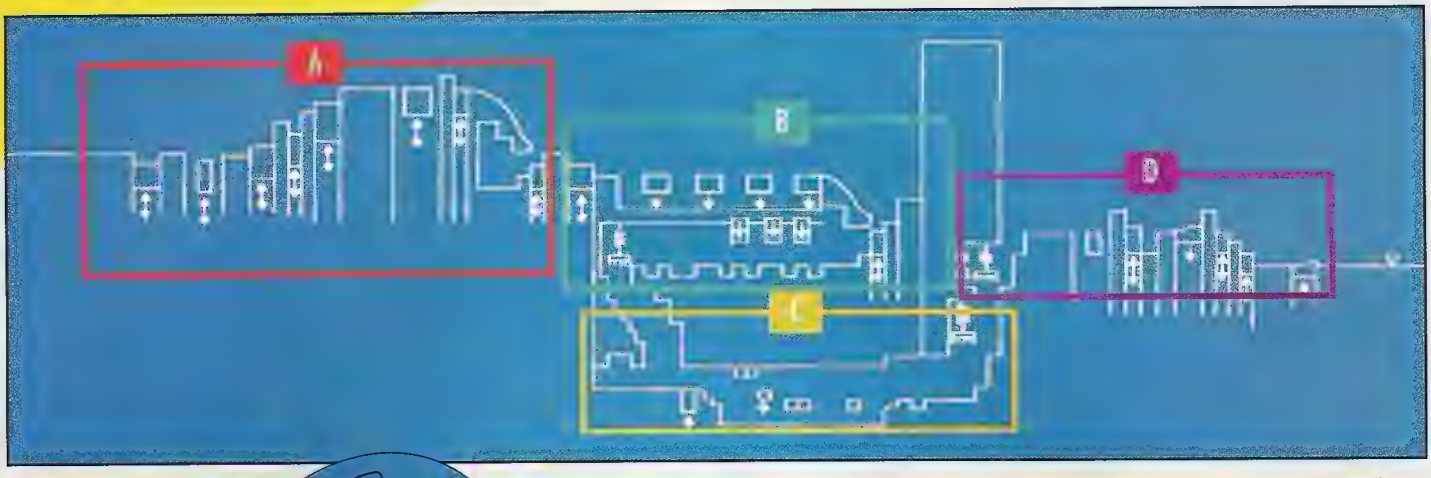
Floating Stones
Ride floating stones over the lava lakes.

Spikes and Weights
There's danger from above. Deadly spikes and weights will fall. Spikes are sharp and bogus on the bottom, but they're safe to walk over.



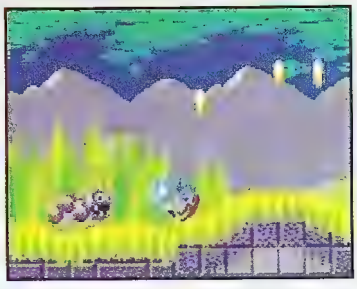
Breakaway Bridges
You won't fall if you keep moving over the breakaway bridges.

ACT 1
MARBLE ZONE



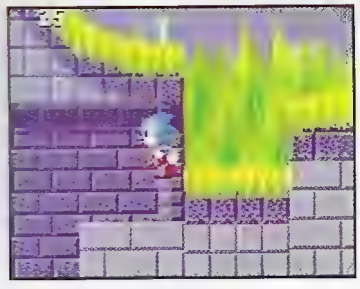
Look for secret Ring rooms.
Play smart
and get two extra Sonics.
But don't get whacked by
Caterkillers or fireballs!

A Caterkiller and 30 Rings

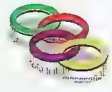


Don't try a normal jumping attack on the Caterkiller. Roll along the ground, and only hit him from the front!

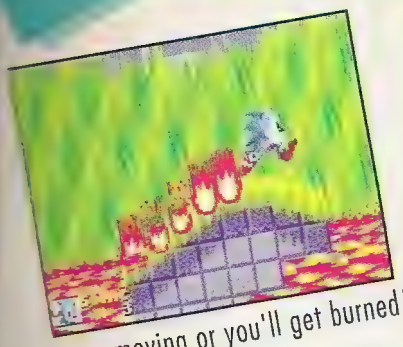
Here's the first secret room, just past the beginning.



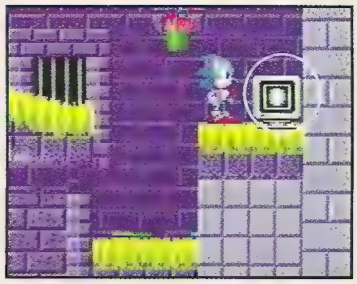
Wait for the platform to drop and go inside to collect 30 Rings.



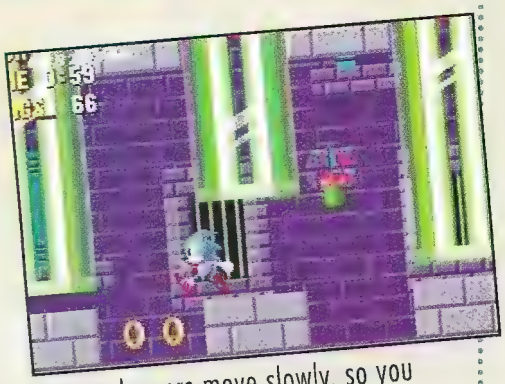
B Going Underground



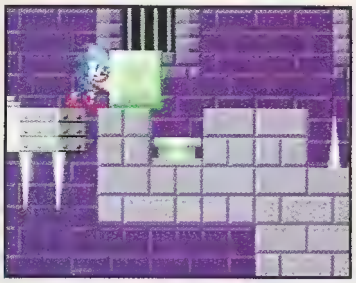
Keep moving or you'll get burned!



Just before going underground, you'll want to put on the Shield.



These plungers move slowly, so you shouldn't have trouble getting past them. But if you hesitate, you're in for a crushing experience!

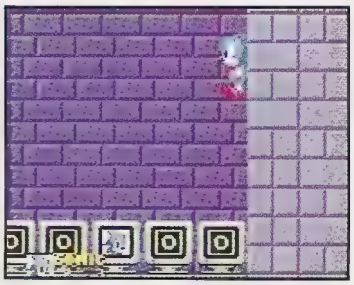


Push the rock onto the pressure plate to lower the spike platform.

C 40 Rings and a 1-Up Too!

Go ahead and jump. The stones will fall to make platforms. Look out at the end, though. Only one stone falls there. Don't get fooled.

Just past the falling stones, you'll start upward, climbing on top of the spike platform.



Ride it upward and run into the wall to find a hidden passage. Run through the wall into a treasure room!

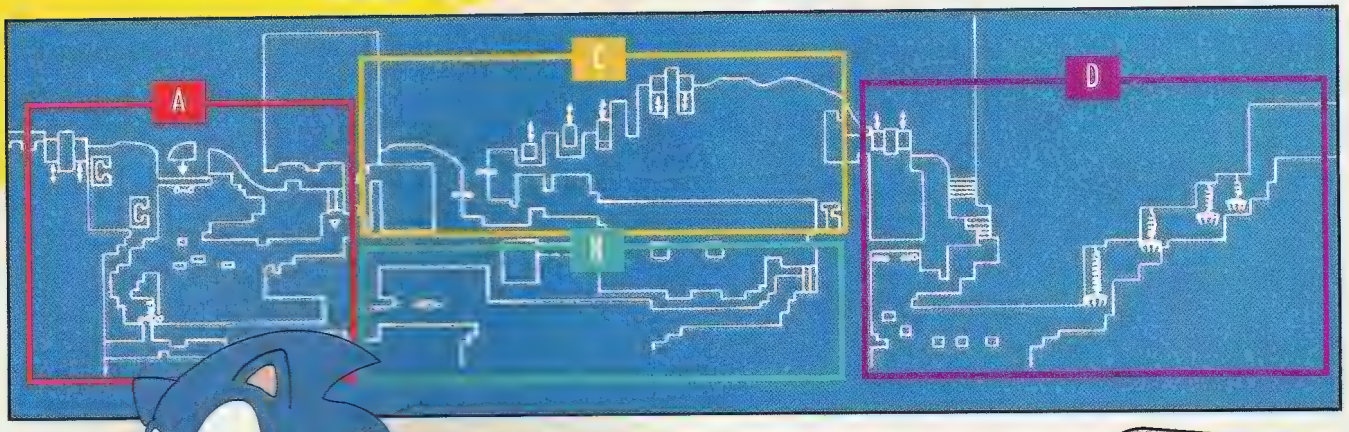
D Back to the Surface

Use the spike platform to exit the underground area.

From here to the end, it's easy. But watch out for the fireballs that pop up suddenly from the lava.

ACT 2

MARBLE ZONE



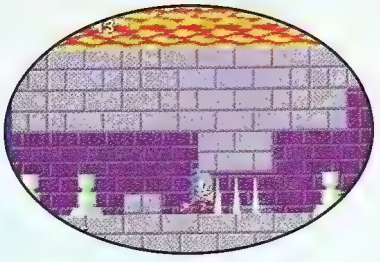
YOU can have a hot time in this Act. Don't get burned! Look for the hidden 1-Up room at the end of a lava lake. You should be able to earn some extra Sonics here.

The cylinder leads underground.

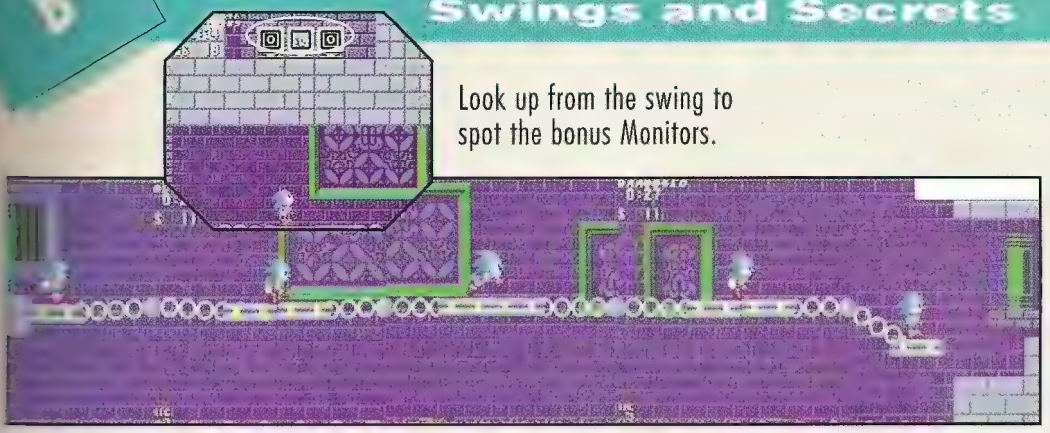
A Lava Lake and Lava Race

Once you get underground, the excitement begins. Find a bonus Shield and 10 Rings above the first lava lake. It always pays to look around.

Run fast to beat the lava wave, but watch out for the disappearing spikes. Lean against them to get a good start when they retract. Then run past before they return.

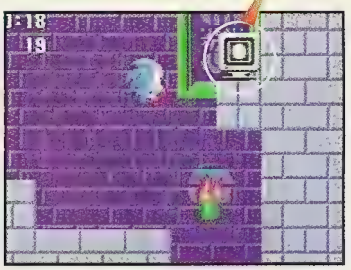


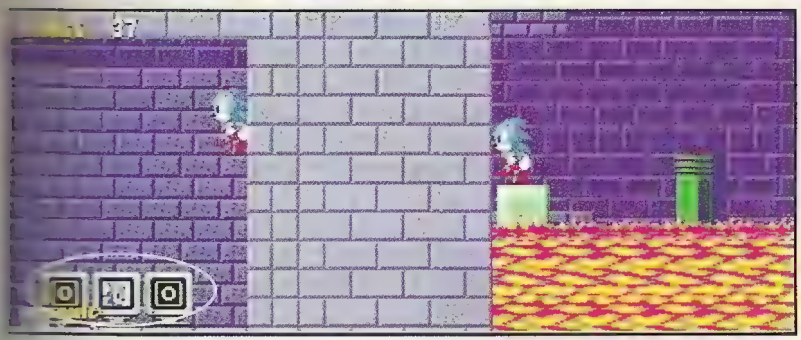
B Swings and Secrets



Look up from the swing to spot the bonus Monitors.

Don't miss the Shield just past the swing.

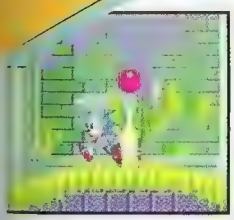




Jump when you start to fall to reach the ledge! If you jump too soon, you'll hit the ceiling and come down short!

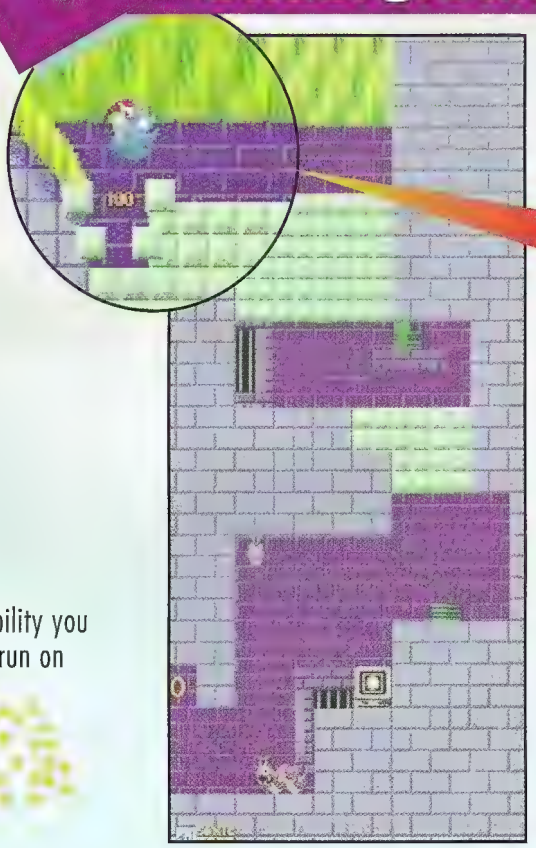
Remember those bonus Monitors? Walk through the wall at the end of the lava lake to find them. Then ride the stone all the way back to the beginning and back again. This time, ride the fire column and jump to the ledge when you start to fall. Don't jump too early or you'll fall short of the ledge.

C Lamppost



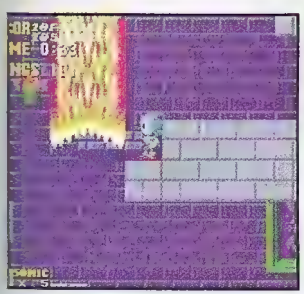
Above ground again, find the Lamppost and the Rings!

D Underground. Again!

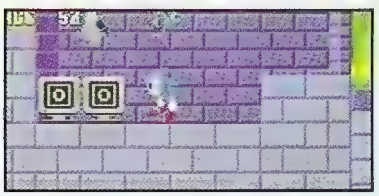


Just attack the green blocks to break through them. For extra points, start on the left and try to break them all without stopping.

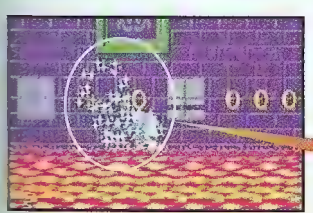
START HERE!



Watch out for unexpected fire columns once you're underground again.

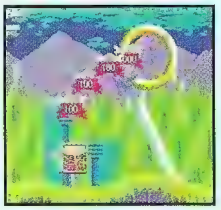


Near the end, find the 20-Ring bonus room.



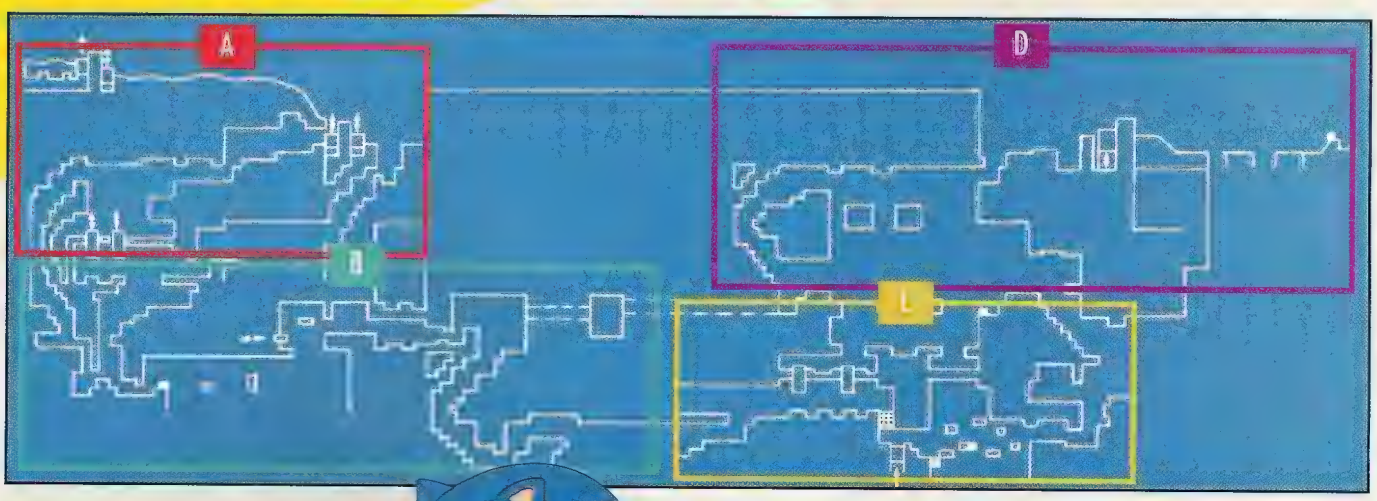
With Invincibility you can walk or run on fire!

Get bonus points and go on to the Special Zone.



BONUS

MARBLE ZONE ACT 3

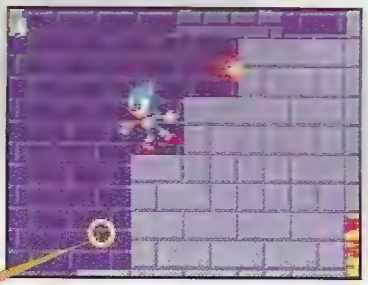


There's a lot of hot action in this Act. Look out for fiery waterfalls, lava columns, and lots of hidden locations. At the end, you will meet Robotnik again. This time, he's hot under the collar. You can cool him off, though.

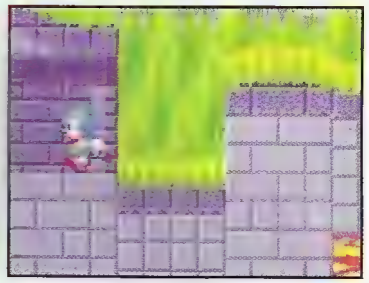
A To the End and Back

For maximum Ring count, go all the way to the right.

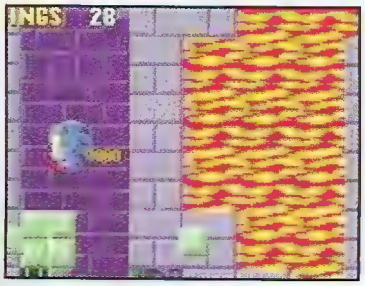
Collect 10 Rings.



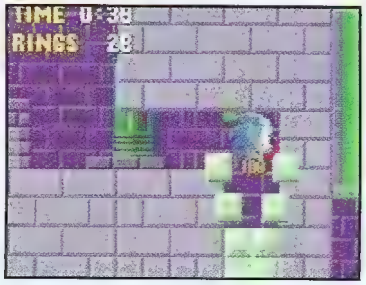
Enter the cavern and get a few more Rings.



Go back to the surface, return to the left. Go underground at the first entrance.



Break through the stones.



Spin to break through the next set.

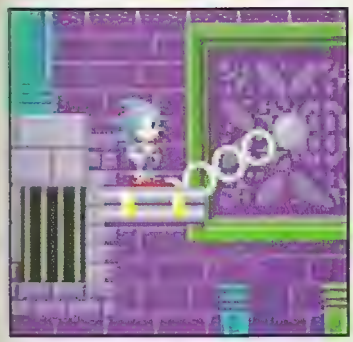
B More Bonus Items

Jump off the fire column to find a bonus. Look out for the Caterkiller.

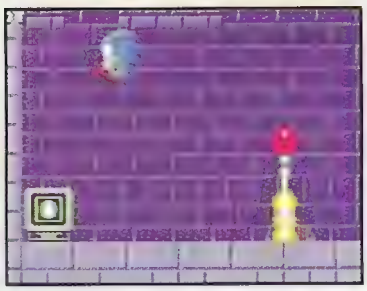
Find a hidden tunnel entrance on top of the spike.

There is another exit from the 1-Up room. It's a shortcut!

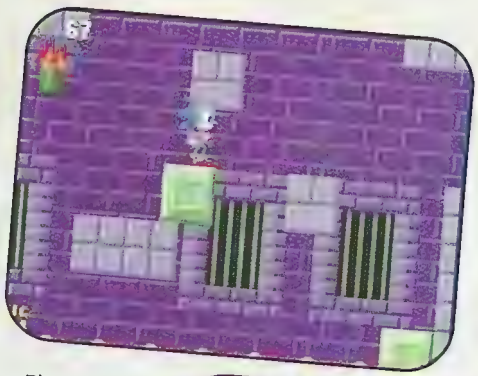
C The Long Way to Robotnik



If you take the long route, there are more thrills ahead . . .

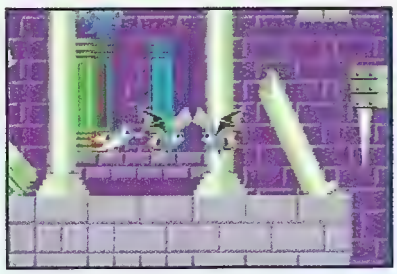


. . . like swings, Lampposts, and bonus items.



This can be a tricky jump. Remember the floating stone at the beginning of the lava lake? It helps you at the end!

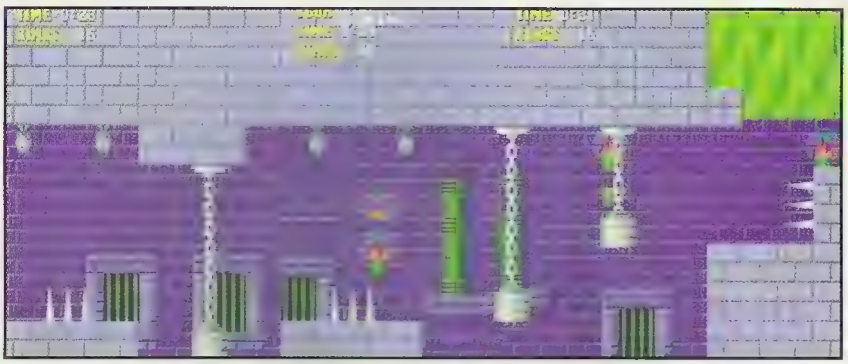
You must jump on the floating stone at the beginning of this lava lake to get it moving. It'll come in handy later. Then jump up onto the platforms to get the Shield.



For just a few Rings, you may have to face a room full of bogus bats.

D The Last Leg to the Egg Man

Here's where the shortcut through the 1-Up room leads. Watch out for the single spikes that stick out from the steps.



You'll need careful timing to get past these spiked platforms and chained weights. Take your time and don't get thrown off by the bats.

Robotnik returns, this time dropping fire. Jump from side to side, giving the Robot-meister a whack each time. You'll soon have him burning up!

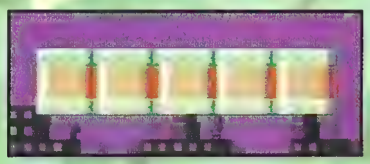
SPRING YARD ZONE

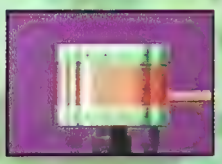
GOALS FOR THIS ZONE

Spring Yard is full of secrets and new thrills.

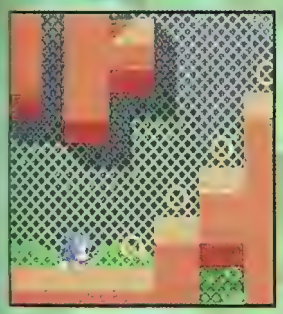
You'll meet some old friends and a couple of new ones. If you know where to look, you can find some free Sonics. Otherwise, have fun! That's what this Zone is for.

NEW PLACES



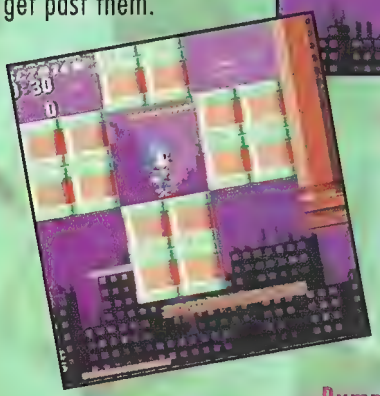


Accordion and Staircase Platforms
Accordion platforms and staircase platforms won't stay still. Use good timing to get past them.



Hidden Areas
Look for the hidden areas for extra items.

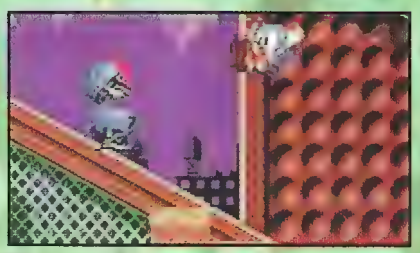
Mace Pits
There are several types of mace pits. The main thing is to get through them alive!



Block Platforms
On the block platforms, try to be patient. Just wait until the block you're on has moved up or down, then jump to the next one.

Bumpers
Play Sonic pinball! That's what the bumpers are for. They don't score much, but who cares?

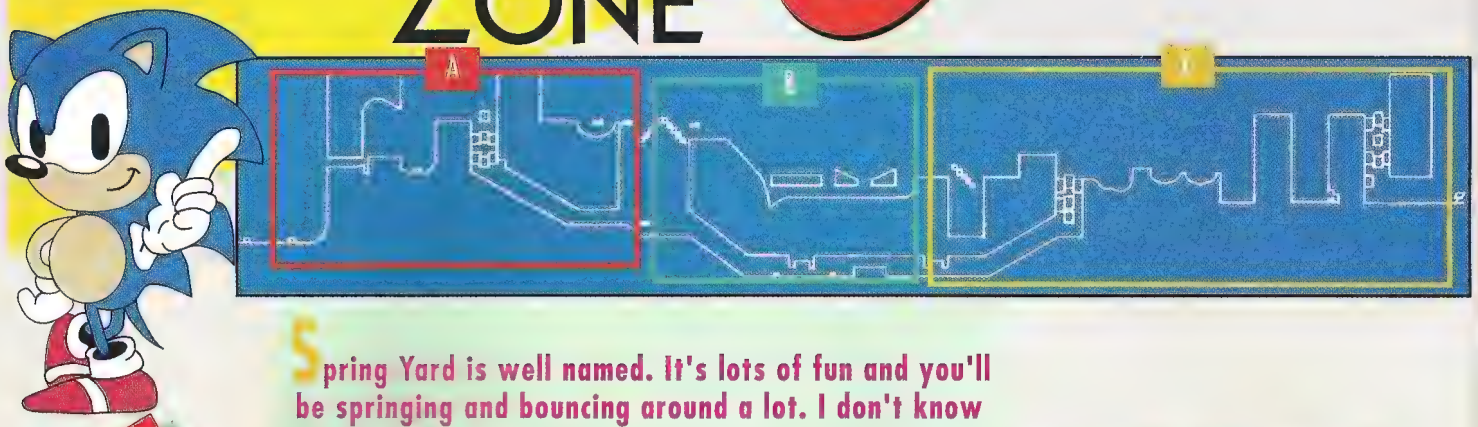
NEW ENEMIES



Roller
Roller is true to his name. He'll roll right over you. Avoid him if you can. To defeat him, jump on him when he stops. The rest of the time, he can't be hurt.

Spikes
Spikes is a sharp dude. Stay low and roll into him from the front. Otherwise, stay out of his way!

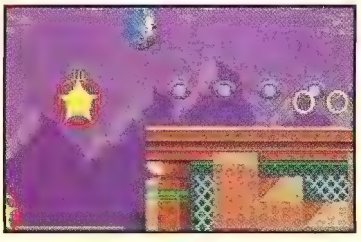
SPRING YARD ZONE ACT 1



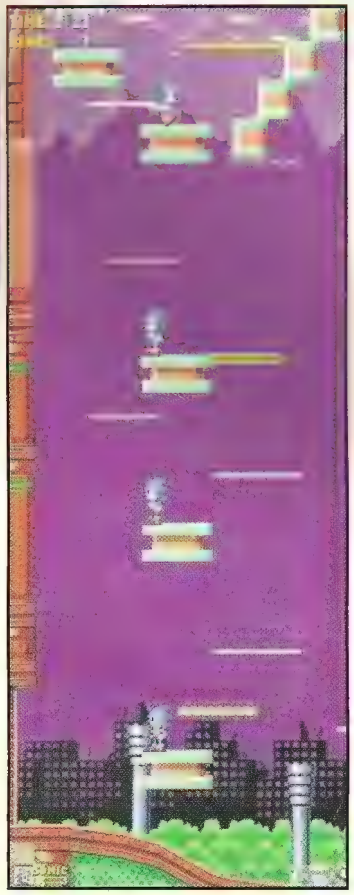
Spring Yard is well named. It's lots of fun and you'll be springing and bouncing around a lot. I don't know about you, but that's my idea of a good time!

A Beginning Bonuses

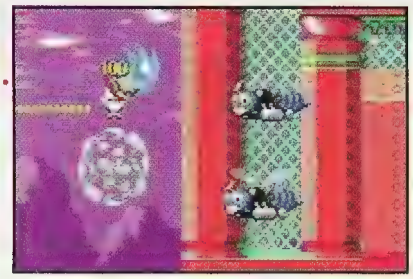
Get past the Crabmeats and Buzz Bombers at the beginning and spring into action to get you up the ramp and onto the platform to the left. Go up and left to find the 1-Up and Sneakers.



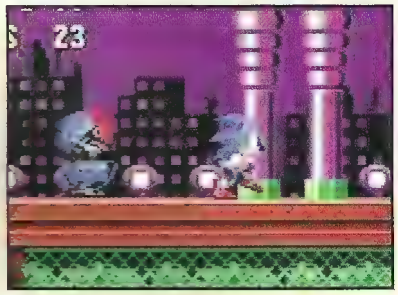
Next, have fun with the bumpers.



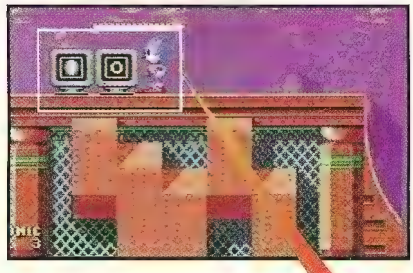
Jump on the switch, then onto the platform to rise to the top.



When you get to the block platforms, look out for Buzz Bombers. They can give you a nasty surprise.

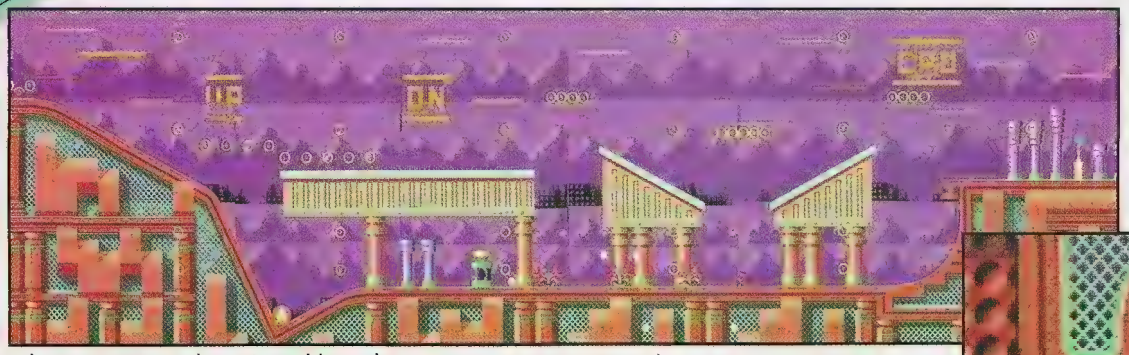


Roller will harass you going through the tunnel to the rising platform. Jump him when he stops or avoid him.

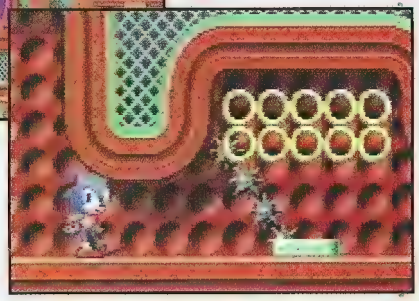


To the right of the rising platform you'll find a Shield and 10 Rings.

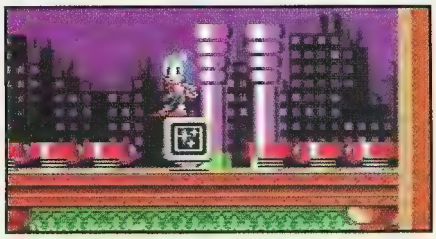
B Upper and Lower Routes



The upper route doesn't yield much—just a cryptic message!



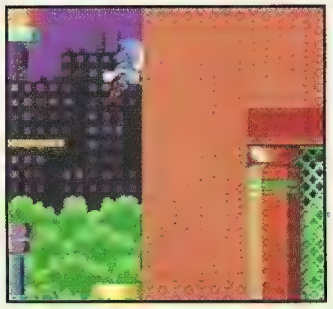
The lower route has more Rings.



There's an Invincibility along the upper route.

Collect all the Rings. You can use springs and block platforms to go back and forth between the upper and lower routes.

There's a secret passage just above the Yellow spring. You'll find some Rings inside.

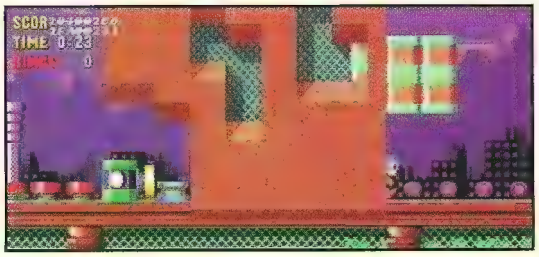


C Heading for the End

You can run straight through these mace pits.

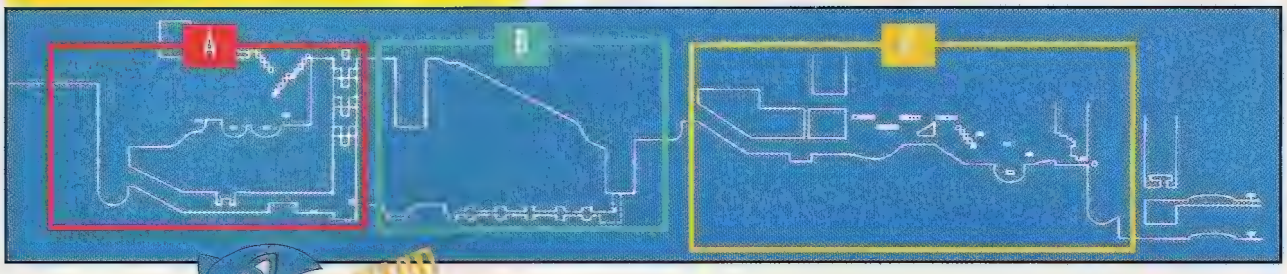
Look out for Spikes when you spring upward.

Jump from one side of the staircase platforms to the other, or stand on the very top.



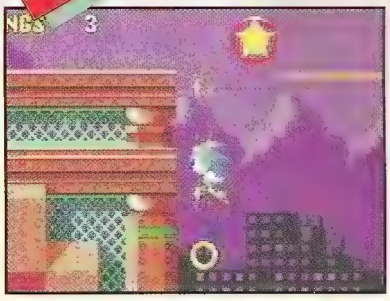
At the end, there are two routes. Hit the Yellow spring to blast through the secret passage.

SPRING YARD ZONE ACT 2



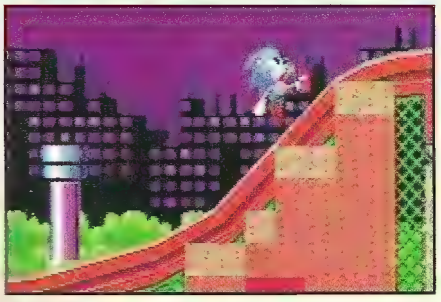
of you to drop in . . . and I do mean drop. Don't forget, there's more to this Act than meets the eye. You'll have to look high and low and in between to find all the special items and all the Rings. And look for a special area at the end.

A Getting Started



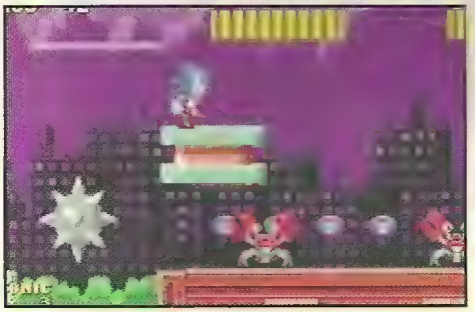
This first drop is wild. Hug the wall and spin for maximum height on the other end.

Take the upper route, but watch out for the Crabmeats on the upper ledge.

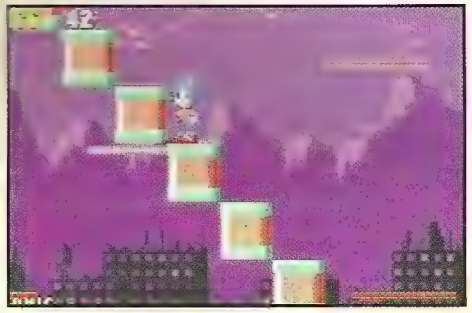


Get past the Crabmeats and run uphill.

Flip onto the platform without hitting the spring. Look out for Spikes. He's waiting to get you.

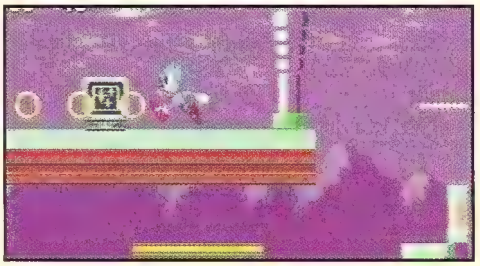


Pass the mace pits, ride the platform upward . . .

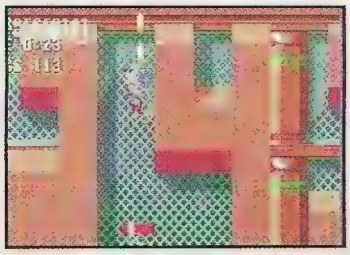
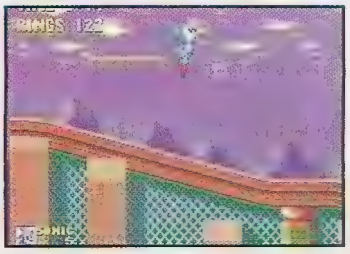


. . . walk up the stair platforms to the left, and . . .

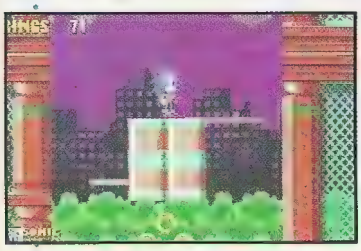
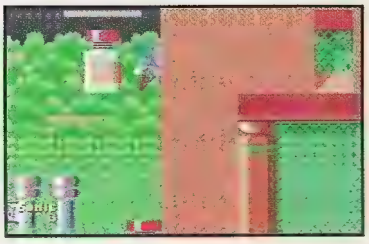
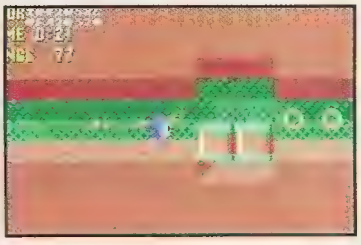
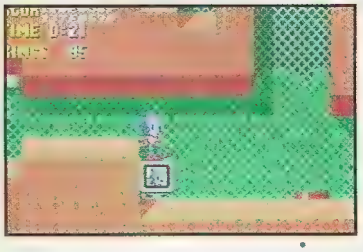
. . . collect a reward.



B Upper and Lower Routes

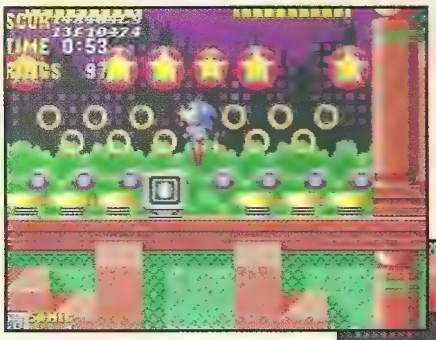



On the upper route, you'll find an area full of Red springs. Just to the right is a secret Red spring. Jump on it for extra Rings.

Just below the Ring arrow, you'll find two Red springs. Jump on the lower spring and push to the right to find the hidden passage that leads to a 1-Up.

C The Big Drop

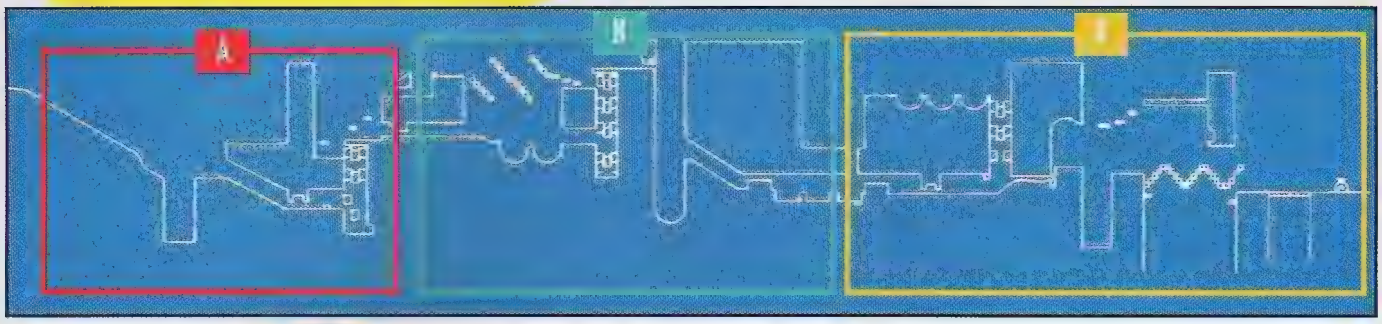


After the 1-Up, you'll come out in the pinball area. Have fun, then ride the platform upward.

Hug the wall at first, then spin to get up speed. Timing is everything!

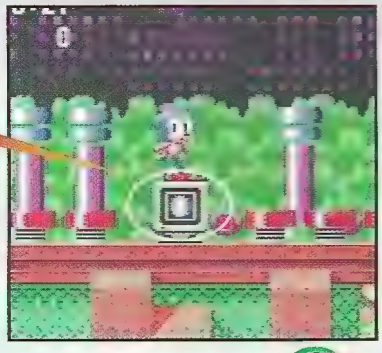
Hug the wall and spin to get up speed. Then spring off the end of the ramp to make it to the upper exit and collect extra Rings just before the end of the Act.

ACT 3 SPRING YARD ZONE



You'll find some well-hidden bonus items in Act 3. But the big challenge is beating Robotnik at the end. You'll have to be light on your feet and clever as well.

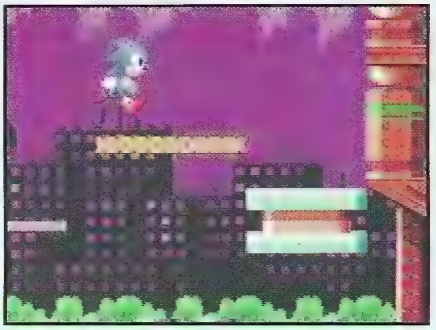
A Getting Started



Collect the Shield at the end of the first drop.

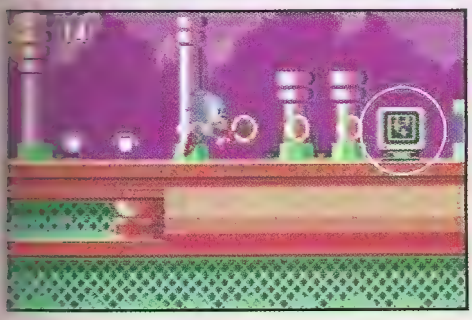
Drop down again and blast off the second spring from the right.

There's a Ring bonus at the top. Get it and jump down onto the spring again.



If your timing is good, you'll land on the rising platform. If you miss, be careful you don't land on the giant spiked ball.

CONTINUED



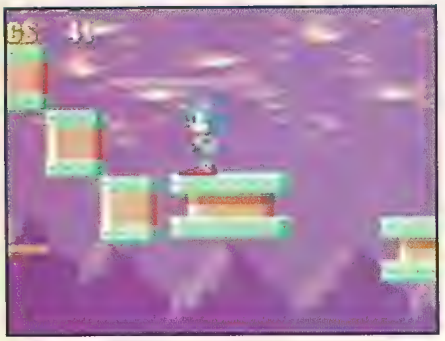
The platform takes you to some extra Rings and an Invincibility bonus.

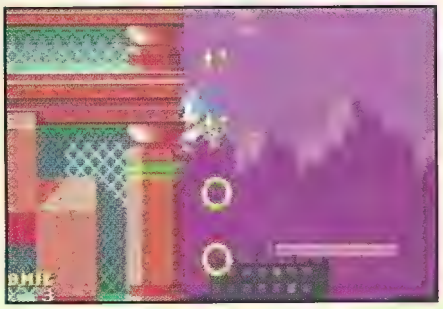
The block platforms lead to a hidden Ring room.

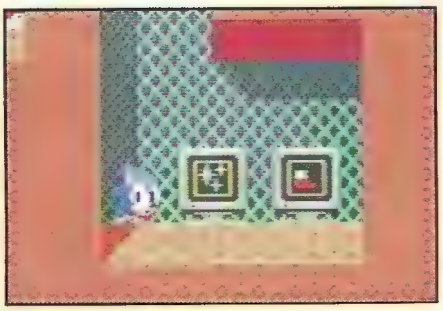
The pressure switch opens the doorway.

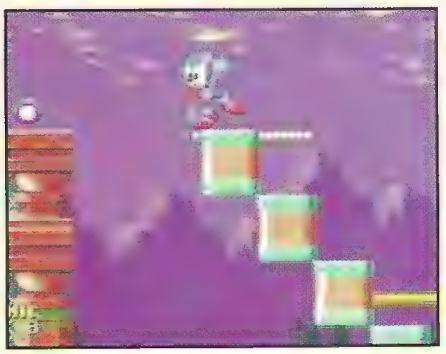
B Upper and Lower Routes

Get by the mace pits and take the platforms back to the left to collect a few Rings. It's risky, though, and only for a few Rings.



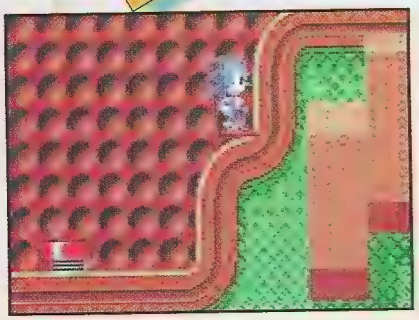




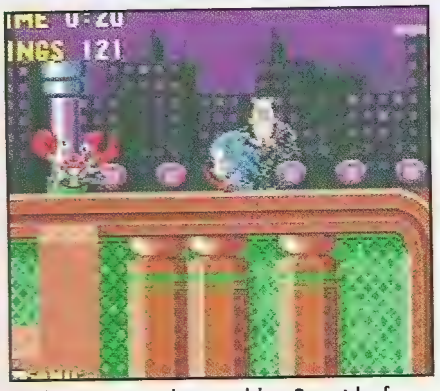


Take the long drop and get plenty of height to take you to the secret bonus room to get Power Sneakers and an Invincibility.

The Big Drop

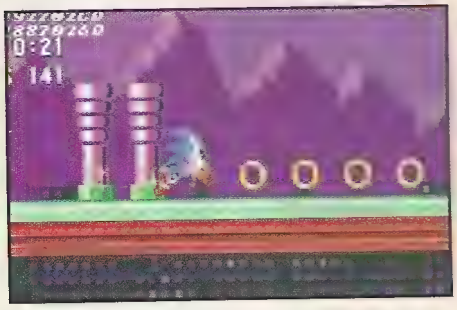


Wait! Don't jump on the spring yet. There are 20 Rings and a Shield to the right.



Crabmeats can be trouble. Get rid of them before going onward.

Jump off the red spring under the word "Cope." You'll bounce off the bumper there and onto the rising platform. If you miss the first time, try again. It's worth it.



Ride the platforms upward to the ledge full of Rings.

At the end, jump up and to the right to find a hidden room with a Shield and a 1-Up.

Collect the Invincibility in the Red spring area, then jump quickly over the staircase platforms to get to where Robotnik awaits. You can jump quickly from one platform to another, or take your time and ride the tops of the platforms. The longer you take, the less Invincibility you'll have to use against Robotnik.

To beat Robotnik this time, you must be careful that you don't fall down a hole. Keep to one side or the other and lure the Robot-meister toward you. Dodge out of the way, then bop him. If you keep to one side, he'll remove blocks only on that side, making it easier for you to maneuver.

LABYRINTH ZONE

GOALS FOR THIS ZONE

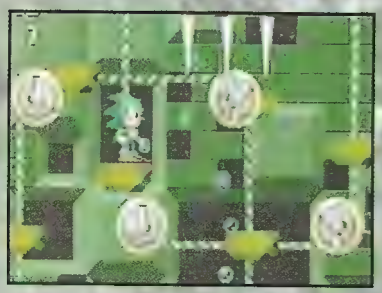
The most important thing to remember in the Labyrinth Zone is that you need to breathe.

Don't forget to catch the big bubbles when they rise from the underwater floor. Also, watch out for spikes and chained maces as well as the hard-to-spot Burrobots! Many passages won't open until you jump on a switch, so if a passage seems closed, look for the switch.

NEW PLACES

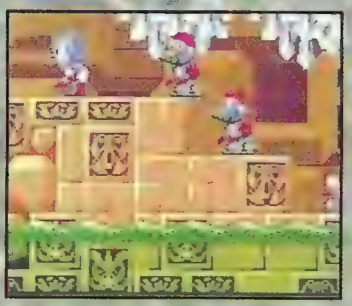
Floating Corks
You can ride floating corks up to the top as the water rises.

Rapids
Let the rapids take you for a wild journey!



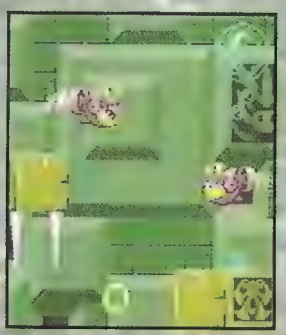
Pulley Platforms
Jump on the pulley platforms, but watch out for spikes!

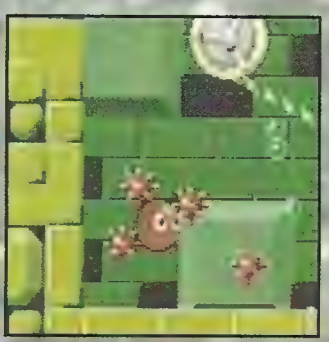
NEW ENEMIES



Burrobot
Burrobots hide in the ground, then jump out at you. A spin attack will take care of them.

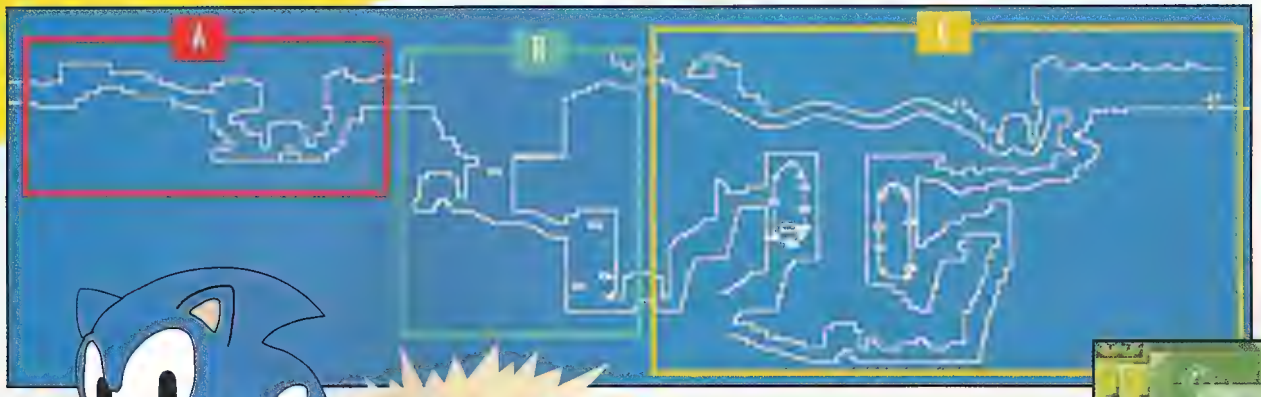
Jaws
Jaws is pretty harmless unless you are careless. Don't drop blindly down into the water. Better to jump so you'll be spinning. Also, remember that when you breathe a big bubble, you become vulnerable, so watch out for passing Jaws when breathing.

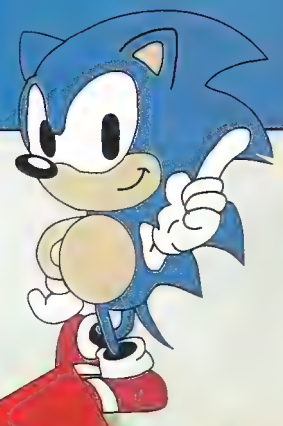




Orbinaut
Orbinaut will throw his spikes at you. But after he's done, he becomes harmless. Sometimes you can start him throwing, then back away. When you return, he'll be spikeless.

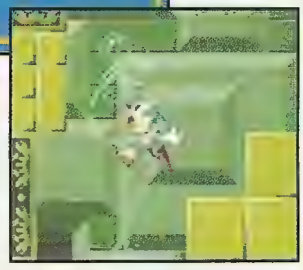
LABYRINTH ZONE ACT 1





YOU'VE gotta be sharp in this Act.

That's because if you're not sharp, something else will be. You can earn a free Sonic by getting 100 Rings. It's easy if you get through the Act in one piece. OK?

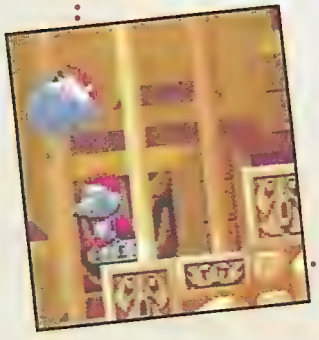


Look for air bubbles and breathe!

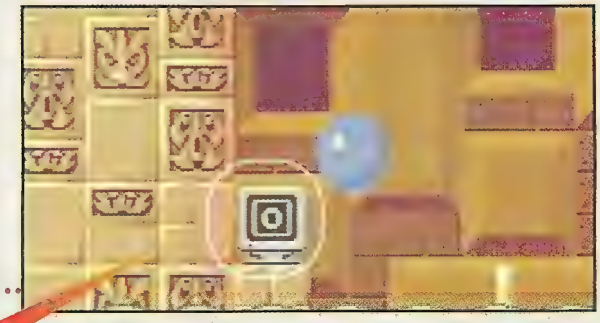
A Burrobots and Rings

Toward the beginning you'll meet three Burrobots in a row. Don't let them surprise you!

Jump to the right to get the Shield, but don't get hit by the spike.

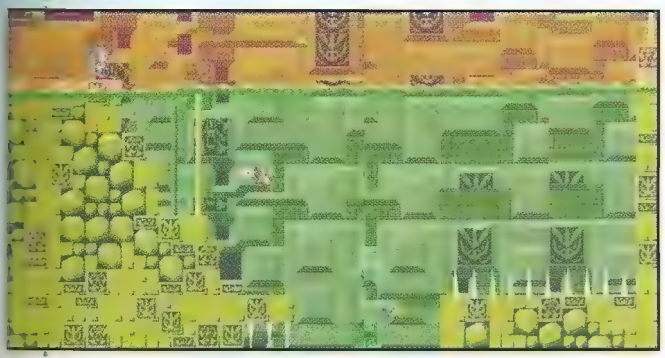


Just below the Shield find 10 Rings.



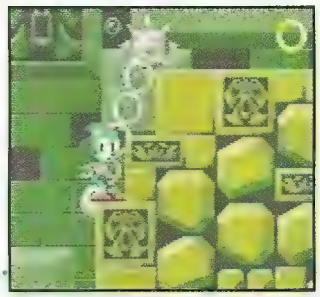
Back at the surface, there's a Ring bonus to the left.

B What's the Point Here?



With some luck you can jump across this lake, bouncing off the Jaws to the other side, and take a shortcut to the end of the Act. But it isn't worth it and you could lose a lot of Sonics trying.

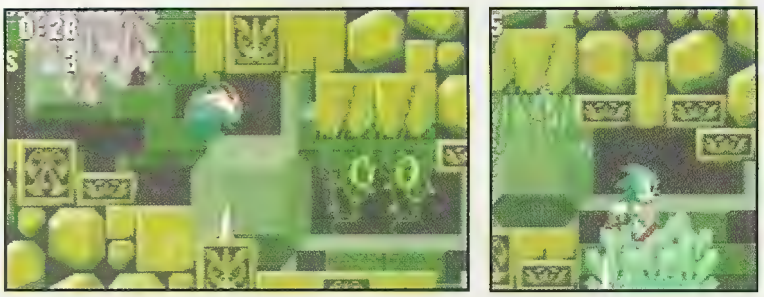
Don't get spiked on the rising platforms.



When climbing past the maces, you can find safe spots to wait.

C Pulleys and Corks

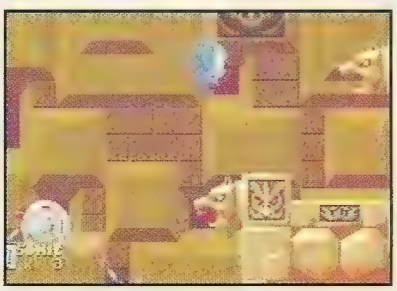
At the first pulley platforms, jump up to the pressure switch. Then exit through the bottom. Jump from platform to platform to get high enough. There's a Red spring down below to help you if you fall.

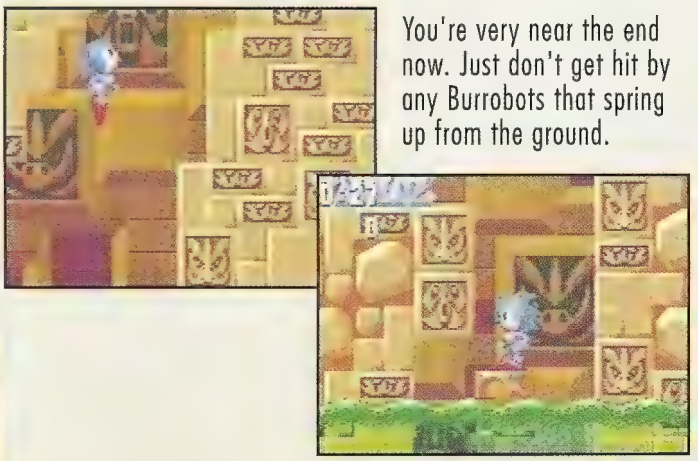


Jump over the first spike. Walk over the second or you'll hit the ceiling and drop back onto it.

Once the Orbinaut throws his spiky balls, he's pretty harmless. Ride the platforms.

At the top of the second pulley platforms are two Gargoyles. Don't get hit by their fireballs. Jump to the right as soon as you see them.





You're very near the end now. Just don't get hit by any Burrobots that spring up from the ground.

Toward the end you'll come to a Red spring. Use it to spring as high as possible. Then jump up ahead of the water to reach the cork. Ride the cork to the top.

ACT 2
LABYRINTH ZONE

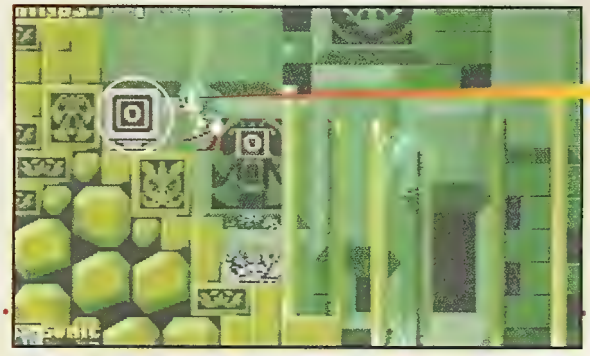
This Act can be slippery. Just chill out. Slip and slide and earn an extra Sonic if you can. The main thing is to get through it.

BREATHE!

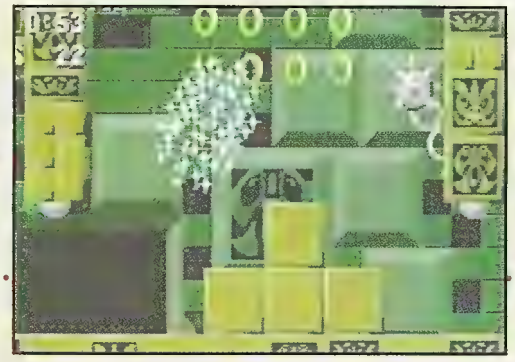
A The Waterfall

Don't worry about the slippery waterfall. Just enjoy the ride.

Get the Invincibility bonus at the bottom of the slide, then boogie onward.

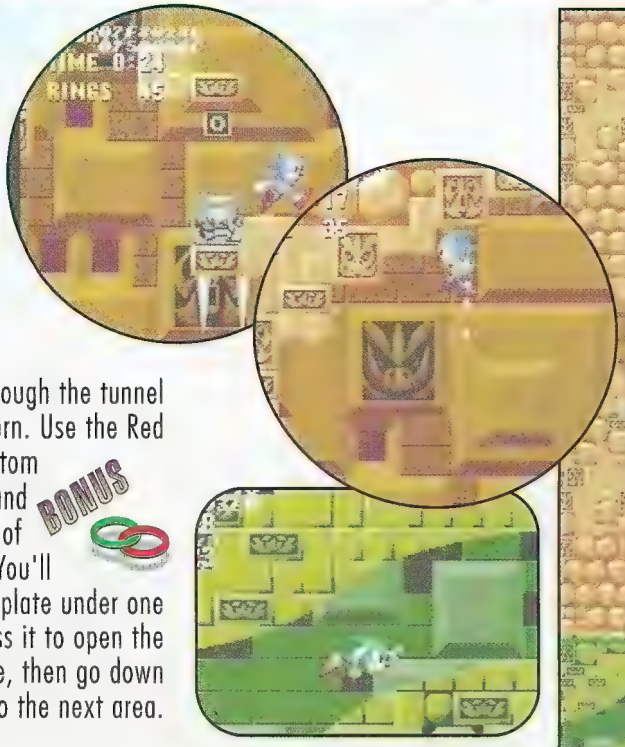


BONUS



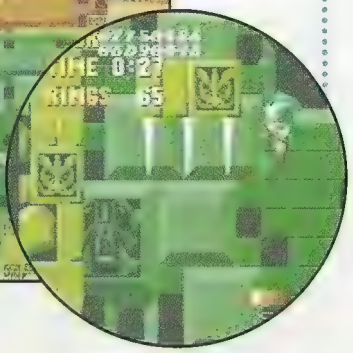
Off to the left you'll find some bonus Rings. Isn't that convenient?

8 The Cavern

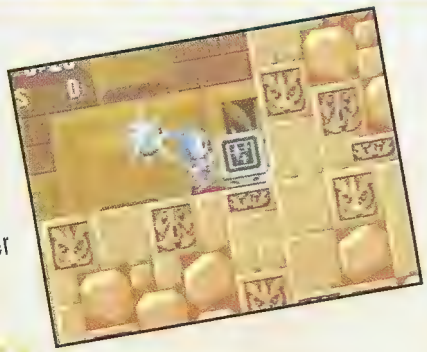


You'll zoom through the tunnel into a giant cavern. Use the Red spring at the bottom to blast upward and collect lots of bonus items. You'll find a pressure plate under one of them. Press it to open the lower passage, then go down and on to the next area.

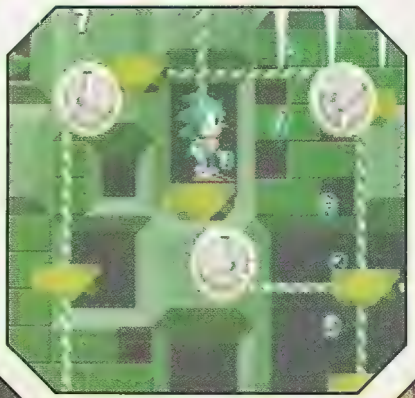
Spring from bottom to top.

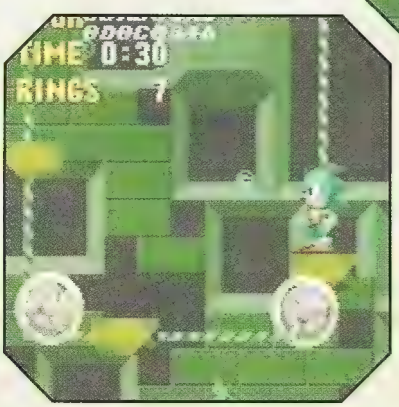


9 More Pulleys

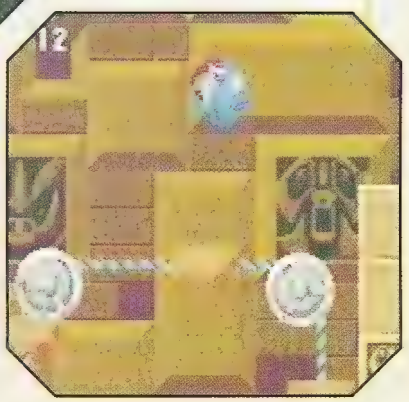


Avoid the mace and get an Invincibility bonus to power through the next section.

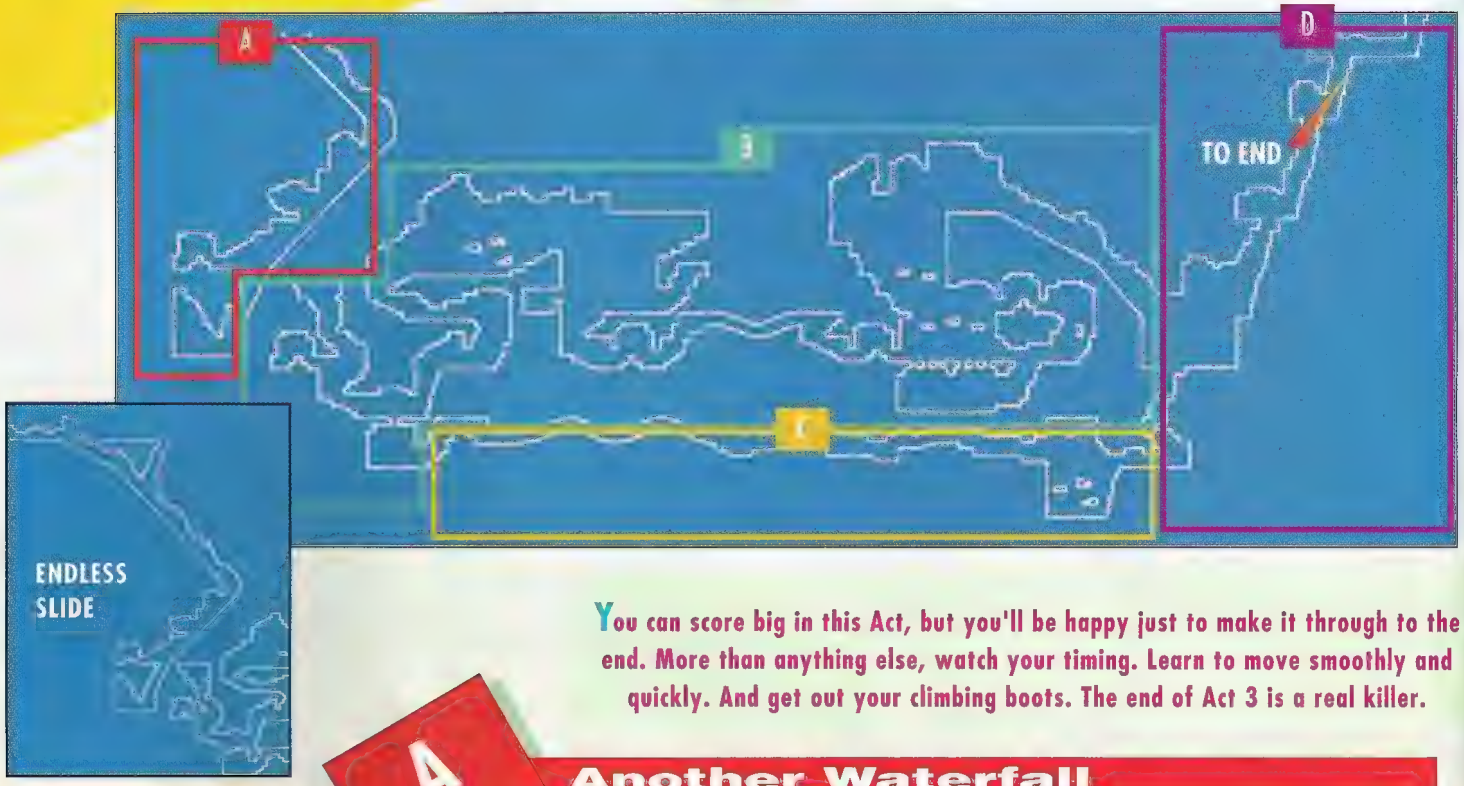




Jump from one pulley platform to the other to avoid the deadly spikes. Then ride to the top and run to the end of the Act.

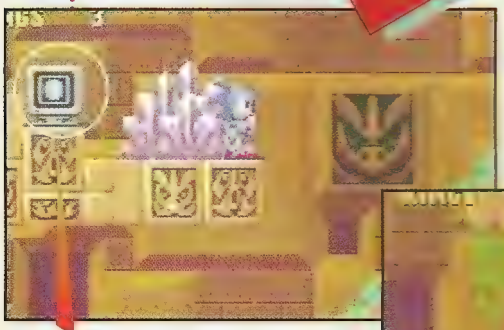


LABYRINTH ZONE ACT 3



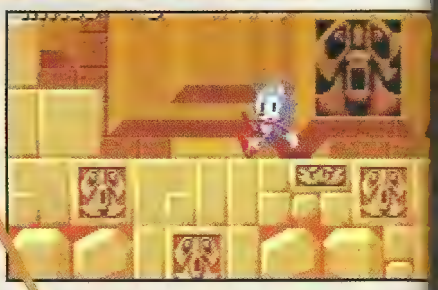
You can score big in this Act, but you'll be happy just to make it through to the end. More than anything else, watch your timing. Learn to move smoothly and quickly. And get out your climbing boots. The end of Act 3 is a real killer.

A Another Waterfall

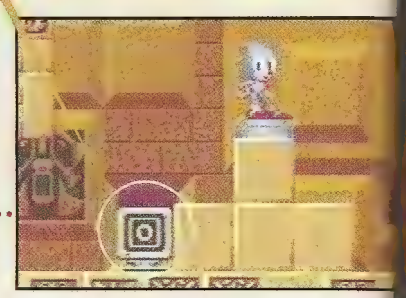


1. Slide down the waterfall and look for the dry area. Jump just past there to get the Shield.

2. Just past the Shield, jump again to find 10 Rings and the pressure plate that opens the next area.



If your timing is off, you can slide down the waterfall again and again until you get it right.

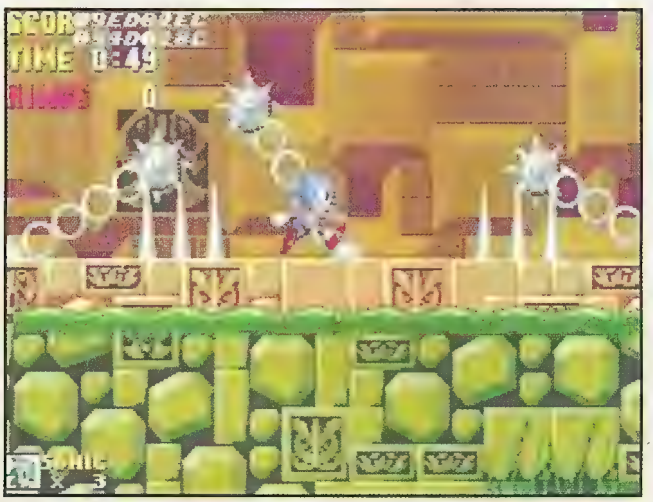


B Through the Waterfall to Make a Choice

You can jump through the waterfall entrance, but if you just run full speed without jumping, you'll bounce off the water and into the next area. Jump on the pressure plates to open gates. Keep your eyes open, though. There's a Ring room to the left after the first pressure plate.

When you get to the spiky bridge, you can go down through the middle or go up to the right. We recommend the upper route. It's harder, but there are more Rings.

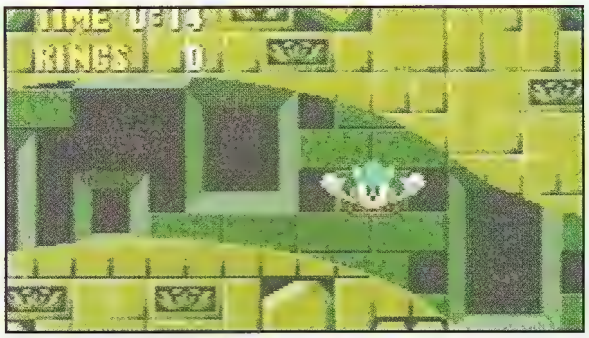
C Maces and Spaces



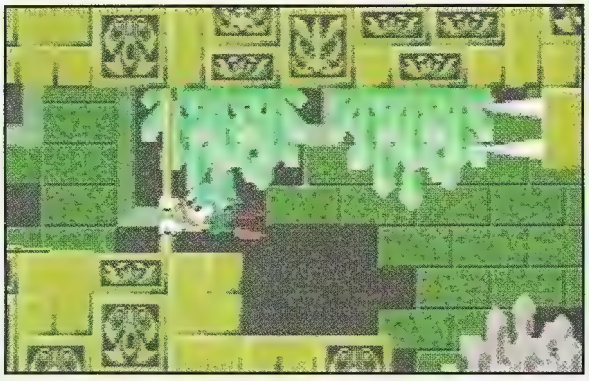
On the upper route, one of the trickier sections involves spikes and maces. Just time your jumps and rest at the bases of the maces.

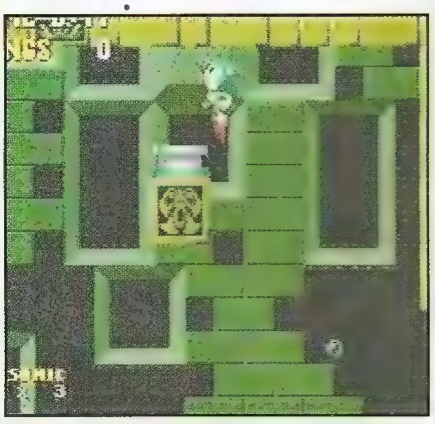
When you reach the pulley platforms, drop off the edge and push to the left to enter a secret area full of goodies—50 Rings and a 1-Up!

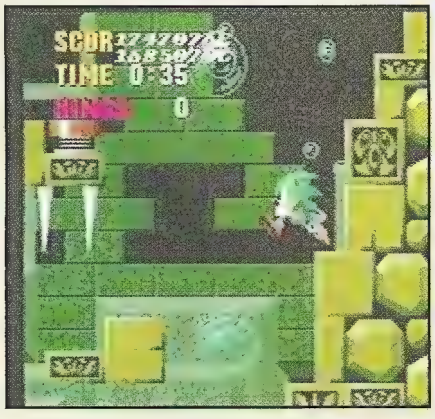
D Lower Route



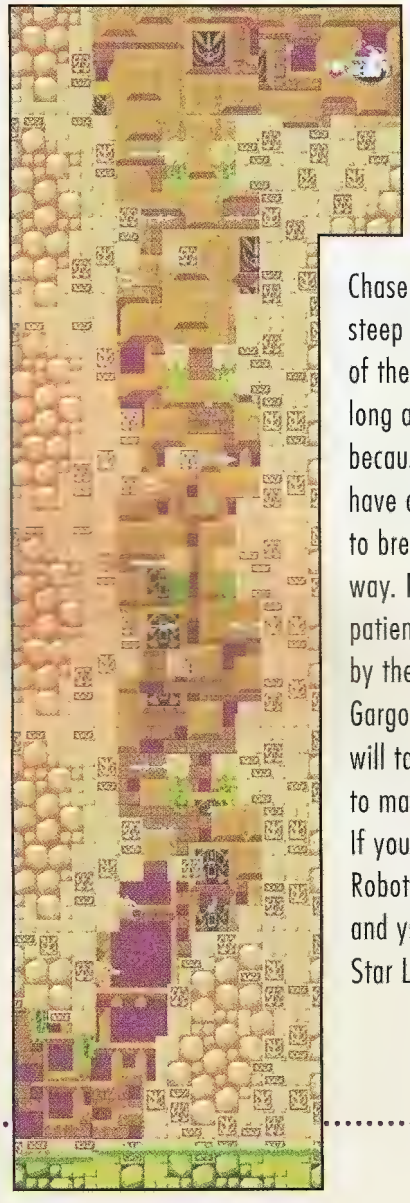
The lower route is a shortcut. A big part of it is the tunnel rapids. Sonic will cling to some bars along the way. Be sure to slide him down so he doesn't get swept into the spikes.







To open the passage out of this area, you have to jump on the Red spring at just the right angle. Then you'll land on the switch above.



Chase Robotnik up the steep cliff. Stay ahead of the rising water as long as you can, because you won't have any opportunity to breathe along the way. Be quick, but patient. Don't get hit by the spikes on the Gargoyles' fireballs. It will take all your skill to make it to the top. If you make it, Robotnik will run away and you'll go on to the Star Light Zone.

STAR LIGHT ZONE

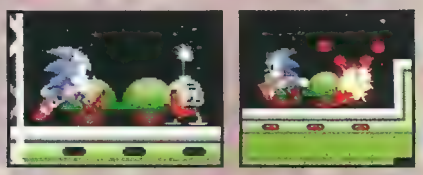
GOALS FOR THIS ZONE

Only a superior hedgehog—like me—can hope to succeed in the Star Light Zone.

Do you have the right stuff? Get ready for some high-flying action. Act 1 will take you on a wild ride, and that's just the beginning! Act 2 is even wilder, but you can earn three free Sonics if you're good. Good and lucky! Act 3 will throw you for a loop . . . or two . . . or three. Are you ready? Then what are you doing here? Let's go!

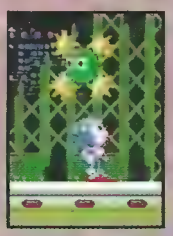
NEW ENEMIES

You'll meet only two new enemies in the Star Light Zone —Bomber and the Golden Orbinaut.



Bomber

Bombers have a short fuse. When you get close, they light up. Don't stick around or you'll get hit by the shrapnel.



Golden Orbinaut

The Golden Orbinaut won't throw his spikes like his cousin in Labyrinth. He just gets in the way. Don't get spiked.

NEW PLACES

You'll have to keep your balance in Star Light Zone. There are plenty of places to fall.

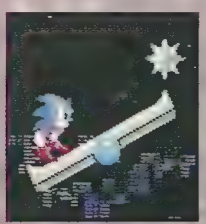
Collapsing Bridges

Rotating Platforms

Fans

Fans really blow you away. But sometimes you can fool them.

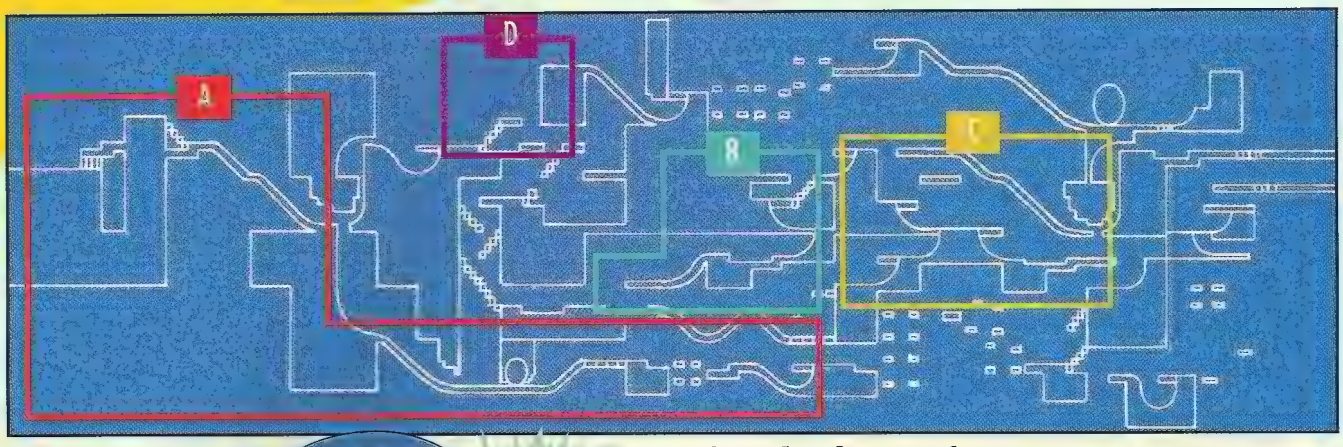
Fireballs



Catapults

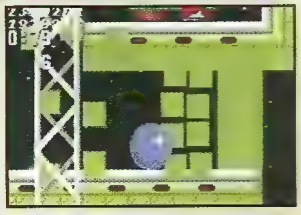
Jump on the catapult and wait for the ball to land. Remember to switch sides after the ball goes up. You may have to jump several times to get enough height, switching sides each time.

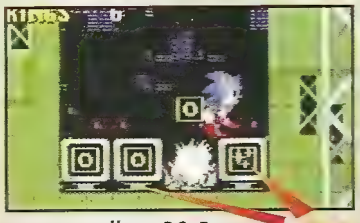
ACT 1
STAR LIGHT ZONE



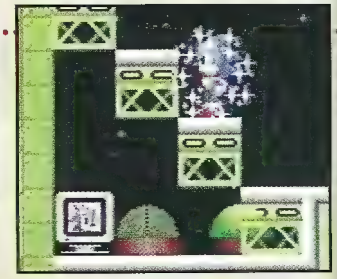
you made it this far. Good.
I was worried for a while, but now I feel better. Star Light Act 1 might be more than you bargained for, though. Get ready for some tricky jumps and good timing. Otherwise, I'll get hurt. And Sonic don't like that.

A Lots of Power-Ups

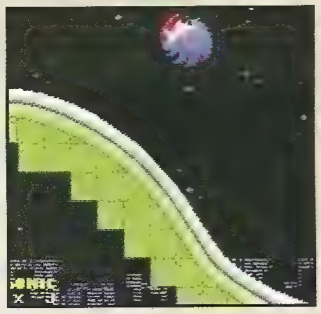

Crash through the wall . . .

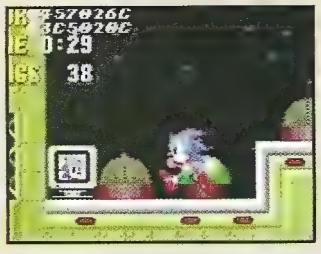

. . . to collect 30 Rings and an Invincibility.

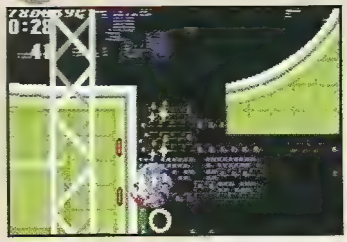
Bomber will try to get you as you ride the stairs down.

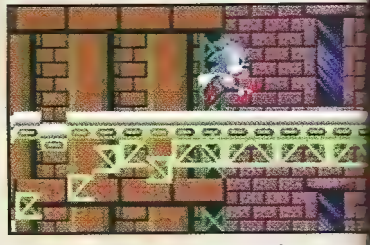

That 1-Up sure looks good! But how to get it?

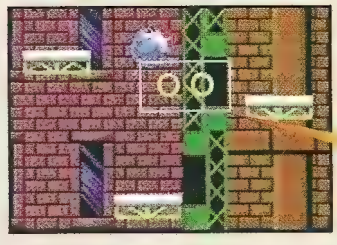
Run down to the flat space past the first hill, then run and jump back to the left. The stairs will be out of your way and the 1-Up is yours!






Take the first passage downward.


Keep moving over the bridge.


Put a little forward motion on your jump to collect Rings while riding the rotating platforms.

Avoid the Bomber!

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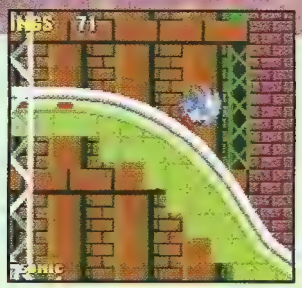
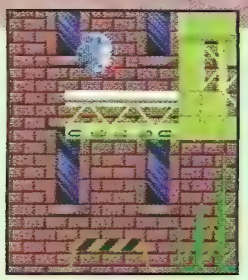
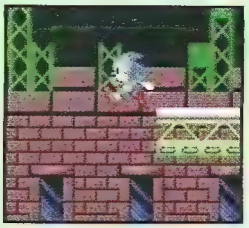
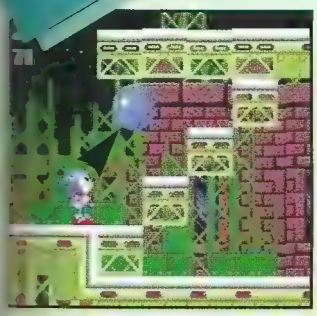


Past the Bomber, spin hard down the hill to get up speed. If you do it right, you'll fly up to the rising platform. Ride to the top, then run off to the left and drop down.

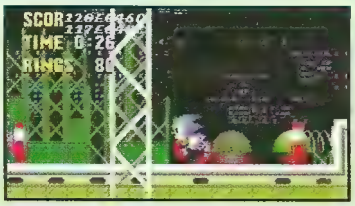




B More Power-Ups

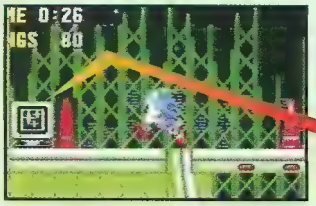


Jump up to bring down the stairs.



Use the facing springs . . .

. . . to give you speed.

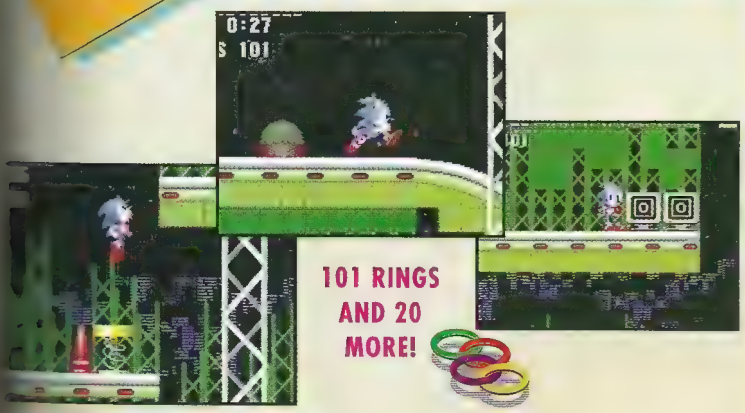


Invincibility just ahead!

Go upstairs from here.

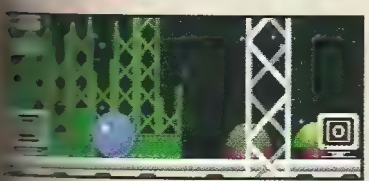
Run left past the Bombers to get 10 Rings.

C 101 Rings



101 RINGS AND 20 MORE!

Jump from the Yellow spring to the 20-Ring bonus. Then use the Red spring to touch the ladder. Finally, use the Yellow spring again to get to the upper route.



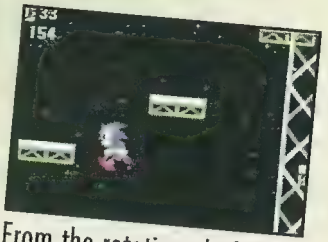
Spin to get these Rings.

Take the lower route to finish the Act.

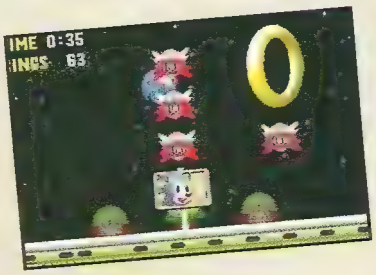
D Upper Route

At the very beginning of the Act, you can take an upper route. It's not as interesting, but it works!

To get to the upper route, jump on the Yellow spring with a lot of forward motion. You'll just make it.

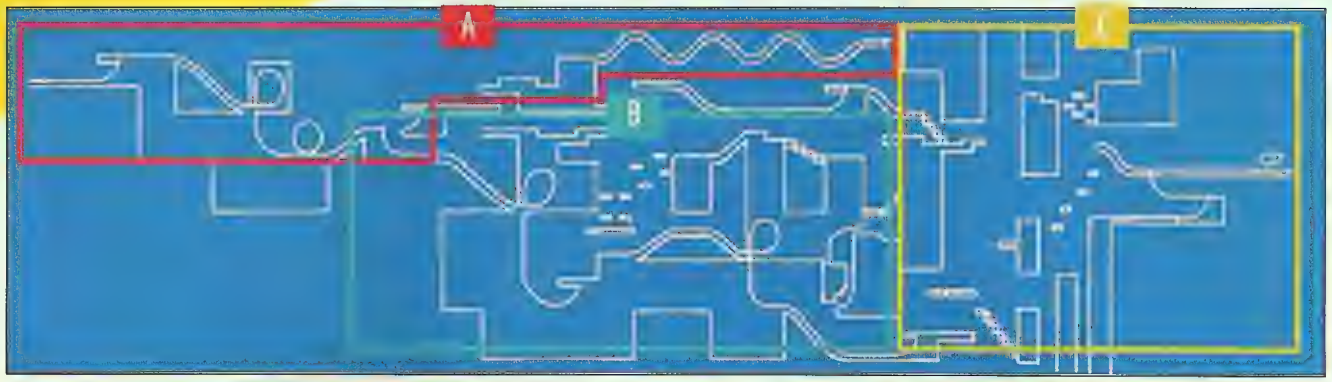


From the rotating platforms, jump off to rejoin the lower route and collect more Rings.



When you reach the end of the Act, look for extra point bonuses!

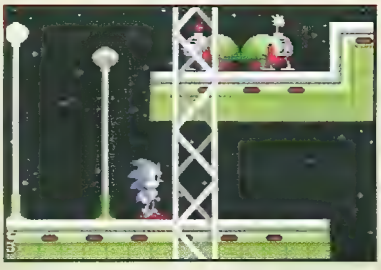
STAR LIGHT ZONE ACT 2



Act 2 is a good opportunity to go for the gold—Rings, that is. We're looking for a few good Sonics, and you can find them here. Of course, you may just want to run for your life and get out in one piece. But remember—Robotnik is waiting, and I always say, "You can never have too many hedgehogs."

A To the End and Back

Start out to the right.



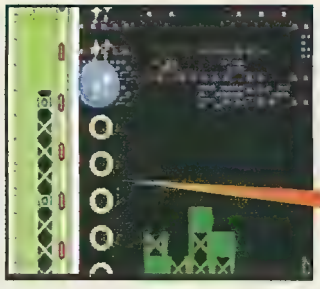
Start the Bombers burning, then run away. Then jump up and run right.

You'll collect a few Rings on this upper path. When you reach the Red spring, bounce off and run back.

When you get back, jump over the fan. It's off.

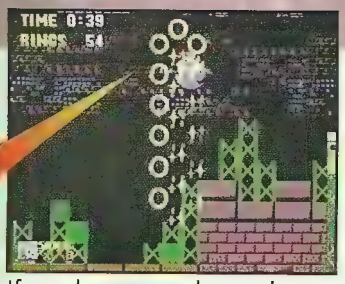
B Going Down

Now go down where the bridge once was.

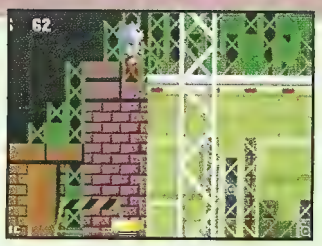


It's a long drop, but there are lots of Rings. Spin to get up some speed.

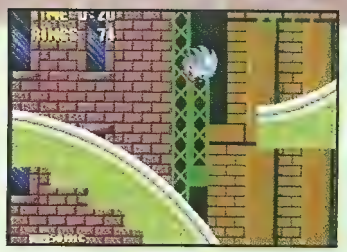
CONTINUED



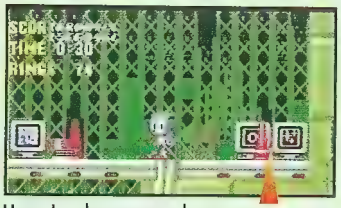
If you have enough speed, you can collect Rings at the top of the jump.



Jump off the Yellow spring and head right.

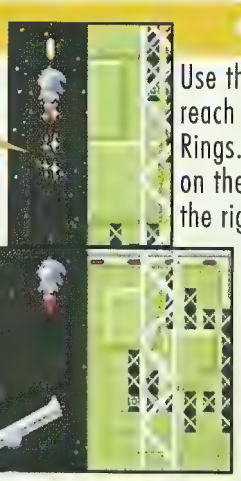


After the loop, jump here to reach a worthy reward.

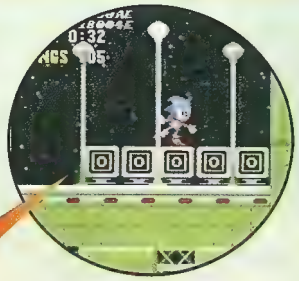


Here's the reward—a 1-Up, 10 Rings, and an Invincibility. Use the Red spring to exit.

Catapult to Rings!



Use the catapult to reach the high Rings. Then continue on the upper path to the right.



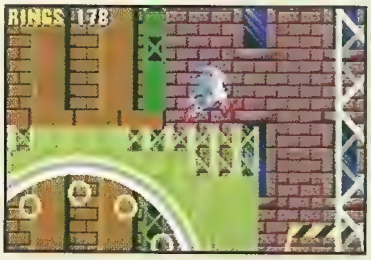
Run right and ride the rotating platforms. On a high ledge you'll find a 50-Ring bonus!!!

Back the way you came and on the other side of the catapults, drop down.

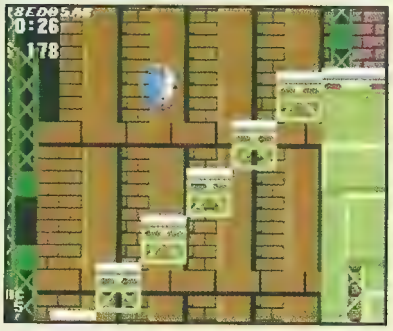
On the way back, look down to check where the catapult is.

Use the catapult to collect these Rings.

These platforms will fall.



You can stand here to get back up on the falling platforms.



Use this accordion platform to get to the high ledge. From here, there's only one way to go to get to the end.

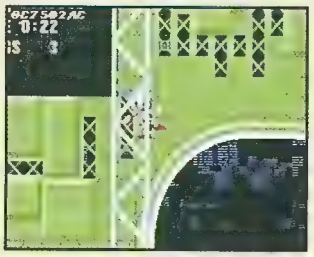
Finishing Up

When you jump over this fan, don't get stuck on the collapsing bridge!

Now run back to the right, past the Bombers on the ceiling.

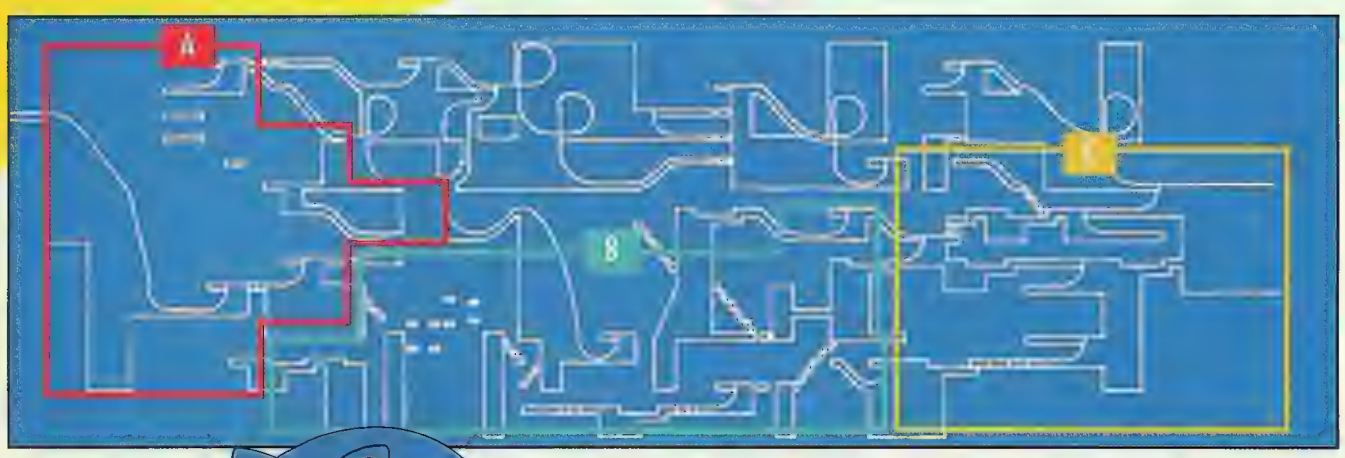
If you play perfectly, you'll have over 200 Rings by this point.

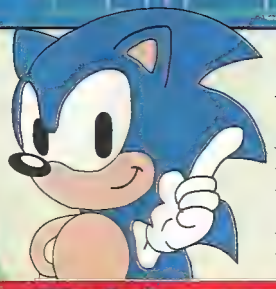
WEIRD PLACE



Toward the beginning, it's possible to get Sonic stuck if you jump at just the right place. Can you find it?

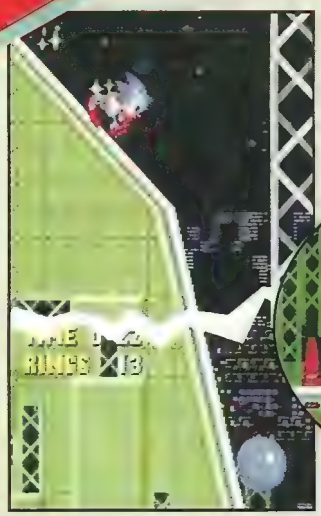
ACT 3 STAR LIGHT ZONE



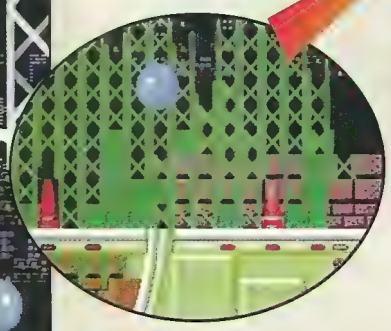


I'll show you how to get the most out of this Act, but you have to be tough to make it all the way through. If you want, you can take the upper route and skip most of the goodies. But you'll meet Robotnik sooner that way. Are you ready? He's got some nasty surprises for you this time.

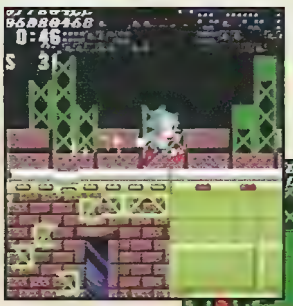
A Taking a Spin



Walk at first, then get a good spinning start as you come down the big hill . . .



. . . so you can collect some Rings.



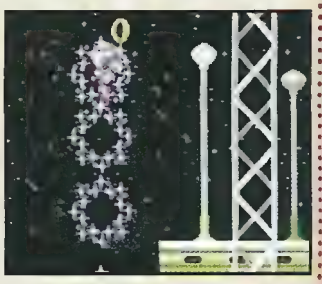
Remember this bridge. You'll be back!

Now hit the spring.

Fly through the air to collect some more Rings.

Use the catapult to get to the high ledge.

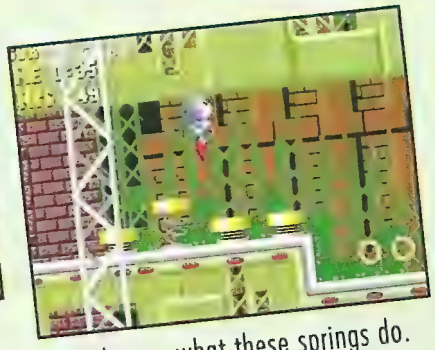
That's where you'll find an Invincibility bonus.



Now jump to get some Rings.

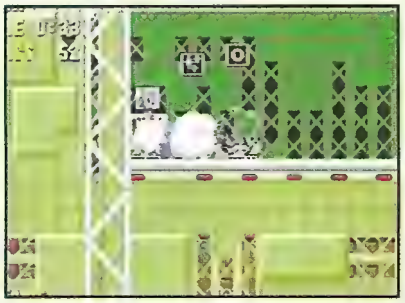
B Springs 'n' Things

Back at the bridge, you can fall through to the lower route.

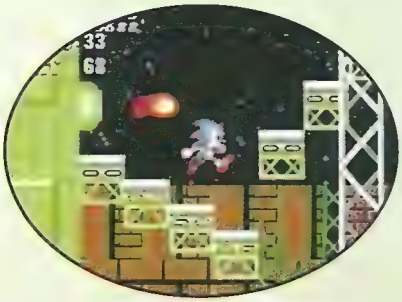


Who knows what these springs do. They give hedgehogs headaches!

Use the catapult to get to the high ledge. It's worth it.



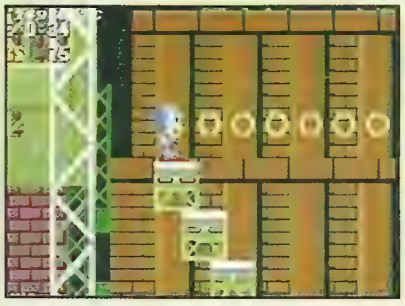
It was worth it, wasn't it?



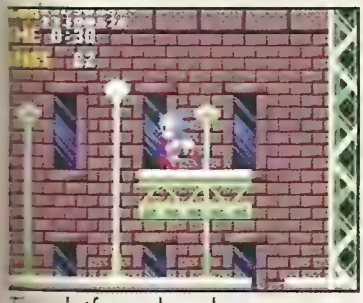
You'll need to use this stairway next, but watch out for the fireballs.

Go right here for some Rings.

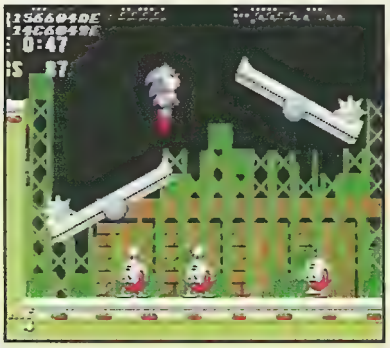
Don't get caught between the fans and the Bombers.



Next, ride the accordion platform to collect Rings. Then go back to the rising platform.

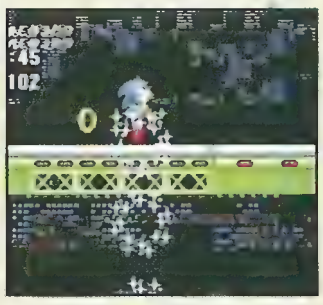


The platforms here keep appearing and disappearing. Ride up and exit to the right.



"Catapult me out of here."

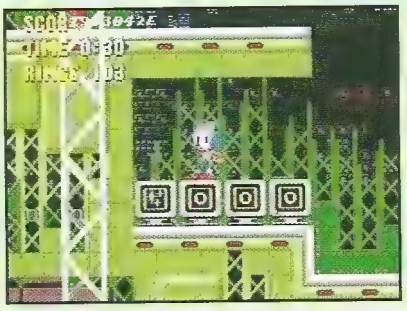
To the right you find more bonus items.



Use the catapult to soar high . . . right through the bridge.

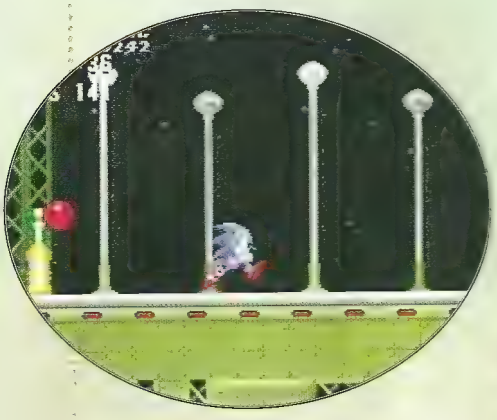
Wall Breakin'

Here's a wall to break through. Wonder what's behind it?



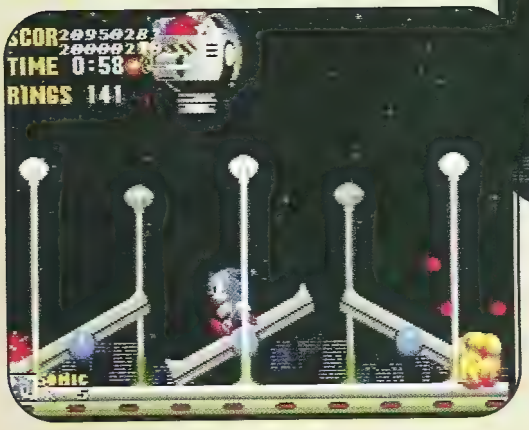
Looks like something good!

Knock down the steps to get to the upper level.

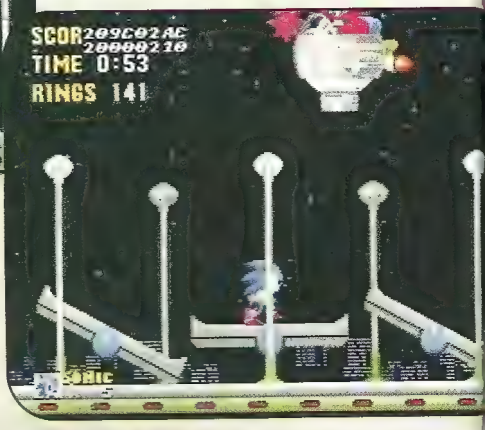


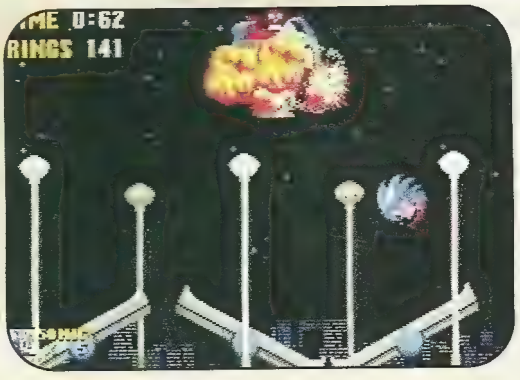
Hit the Lamppost before tackling Robotnik. He's really come up with something devious this time.

Use hedgehog power or the explosive ball. Either way works!



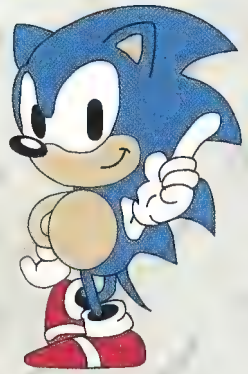
Use the explosive catapult balls against Robotnik, or bash him with your Spin Attack! Either way, you'll get him if you're fast, careful, and lucky! Otherwise, you'll start again from the Lamppost.





SCRAP BRAIN ZONE

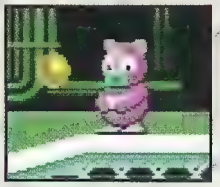
So ... You made it this far?
You won't make it through my Scrap Brain though. You think Star Light Zone was hard? It was nothing. Scrap Brain will frustrate you. It will taunt you. I, Robotnik, will see you fail.



Robotnik is a blowhard. He doesn't understand the Super-Sonic mind. I'll help you beat the Scrap Brain Zone, and together we'll put an end to Robotnik's evil plans.

NEW ENEMIES

There's only one new enemy in Scrap Brain, but don't let that fool you. There's plenty of challenges.

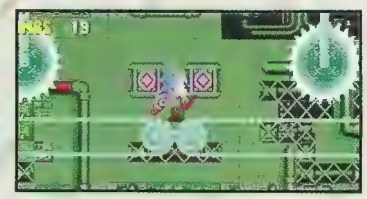


Ball Hog
The Ball Hog is the only new enemy you'll meet in Scrap Brain. He's easy to defeat with your Spin Attack; just watch out for his explosive spheres.

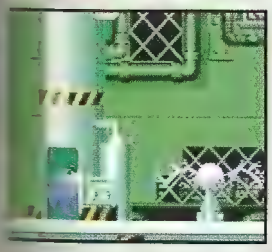
NEW PLACES

Scrap Brain must be where Robotnik threw his most diabolical ideas. Watch your step!

Drawbridges
Don't waste time on drawbridges!

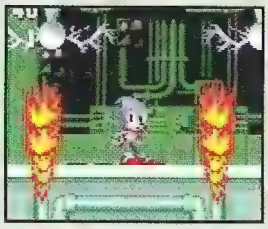


Conveyor Belts and Saws
Conveyor belts mess up your timing. Sometimes conveyor belts team up with saws or other deadly devices to make a hedgehog's life even tougher.

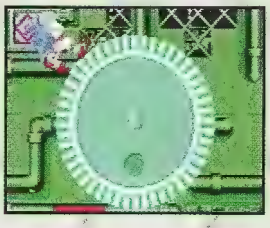


Elevators
Elevators only go one way. Get inside and go for a ride. Some elevators actually send you to different places depending on how many Rings you have.

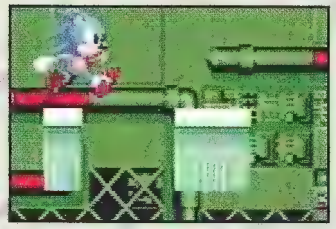
Rotating Platforms
Timing is everything.



Electric Shockers and Firespouts
Every hedgehog knows to stay away from electricity and fire!

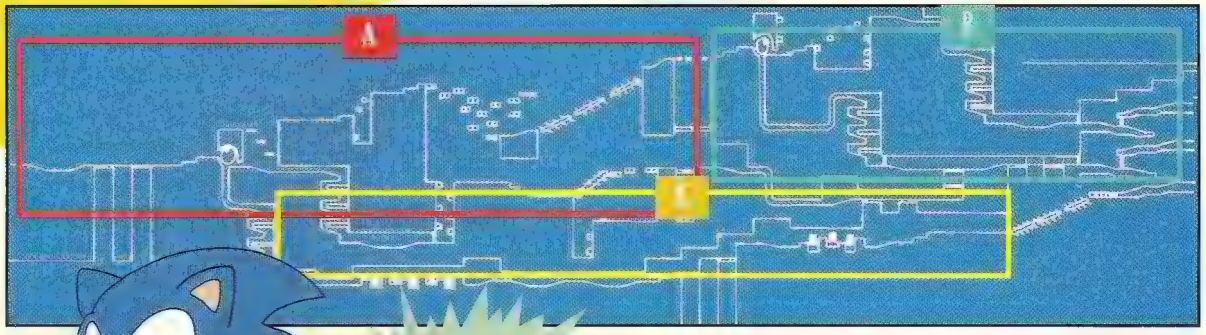


Gravity Platforms



Disappearing Platforms
Once again, timing is everything.

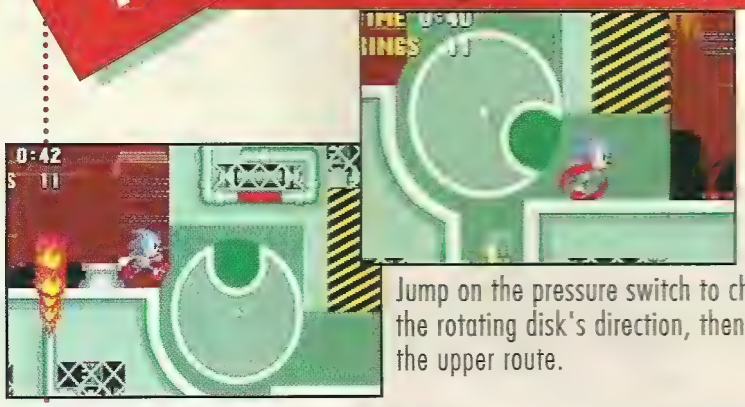
ACT 1
SCRAP BRAIN ZONE



CHILL!

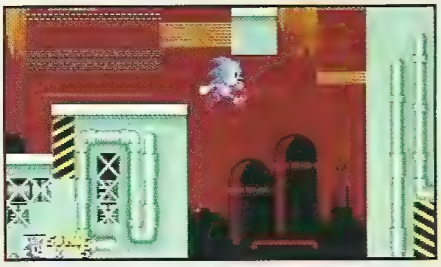
You can do it.
Just get ready for some serious action. Be quick. Be smart. And be a little lucky!

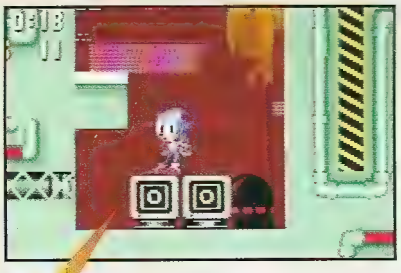
A Getting Started



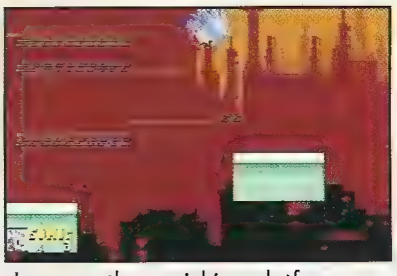
Jump on the pressure switch to change the rotating disk's direction, then take the upper route.

Good timing will get you over the spinning platforms. Grab the Shield to the left, then head right.

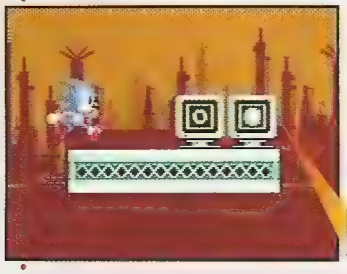




Jump into the pit to collect 20 Rings.



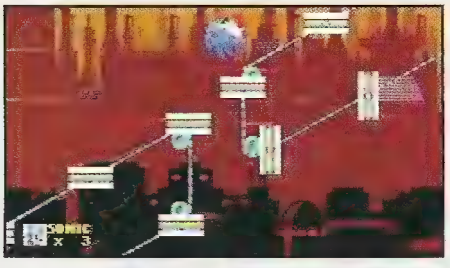
Jump up the vanishing platforms.



Jump over more vanishing platforms to the right to get more bonuses.

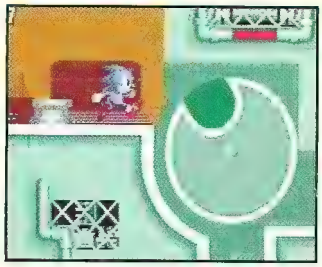
BONUS

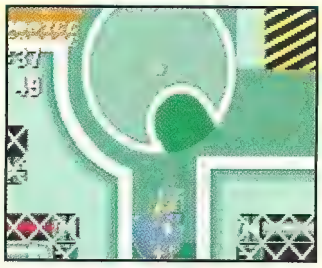
Now fall off the ledge to the left.



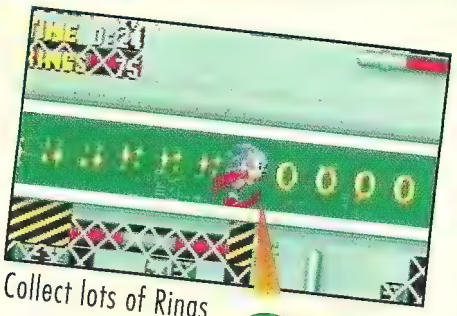
Ride these pulley platforms up and to the right.

B Going Down

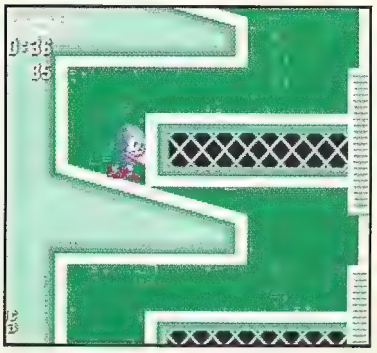




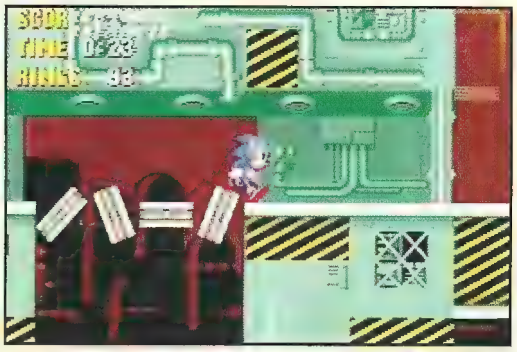
At the second branch, don't jump on the pressure switch. Take the lower route.



Collect lots of Rings.



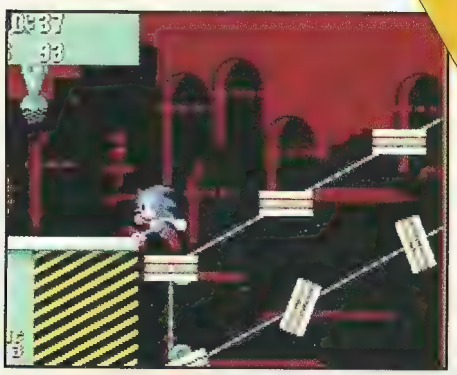
Be patient. They'll get out of your way eventually.



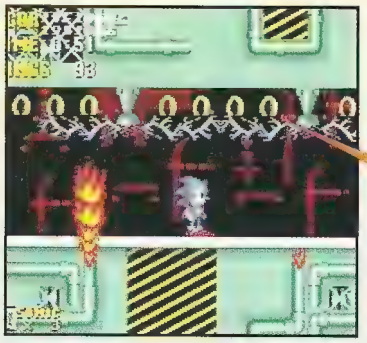
Cross two of these tricky bridges.

C Greedy Path

Backtrack, then drop from the first section of the first bridge.



You'll land safely on the pulley platform.

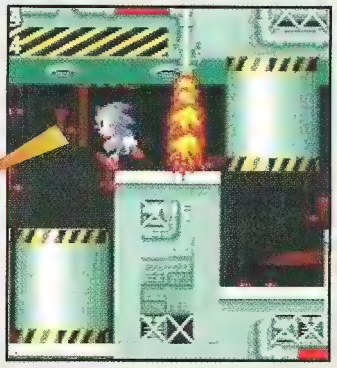


After landing on the pulley platform, you can go to the left to find about 16 Rings.

Whether you take the greedy path or not, return to the right and run across this collapsing bridge.

Before the finish, you'll find another 30 Rings.

If you're feeling greedy—and lucky—you can score another 50 or so Rings further to the left. But it's very dangerous!

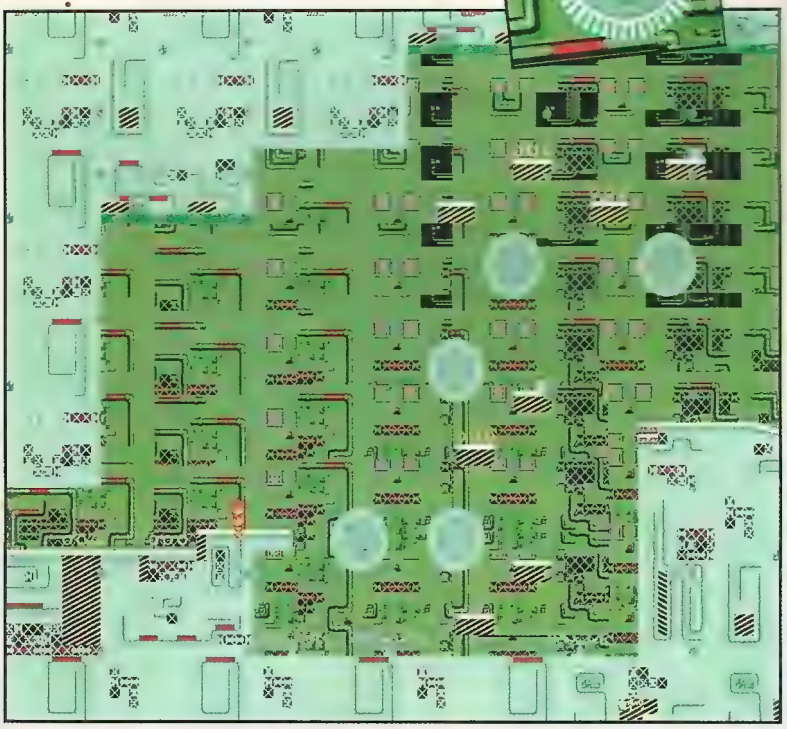


SCRAP BRAIN ZONE ACT 2

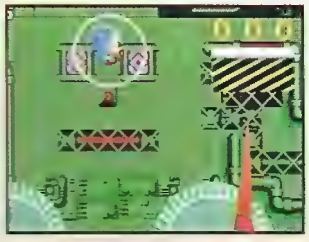
Are you prepared?

For some serious action, that is. This is a BIG Act. You can take the high road or the low road. Either way, it's a big task. The upper route has more Rings, but the lower route offers some nifty challenges. The elevators may take you to different places, depending on how many Rings you have. Use the map if you get lost.

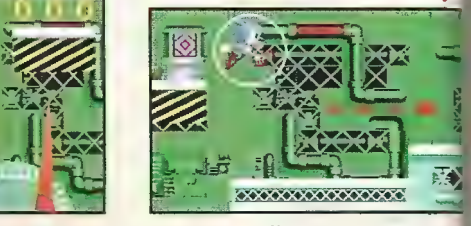
A Upper Route



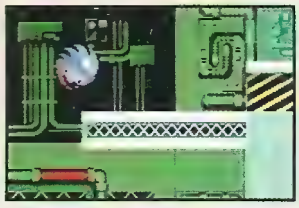
Jump onto the gravity platform.



Spin around, then jump off to get the Rings.

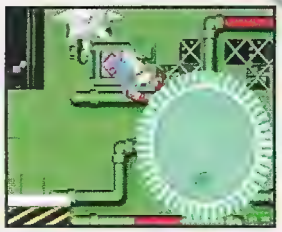


You can collect some Rings on the lower route.

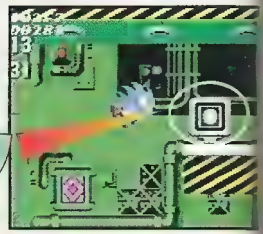


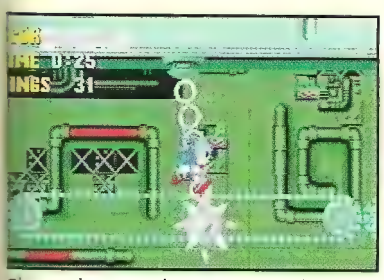
Then backtrack and jump to the upper route.

At the second set of gravity platforms you'll find 10 Rings the lower corner and . . .

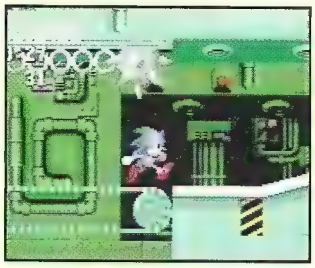


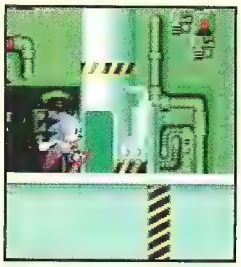
. . . a Shield in the upper corner.

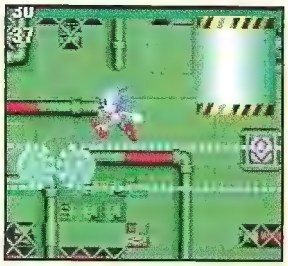


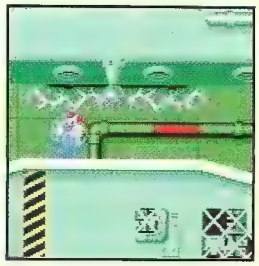


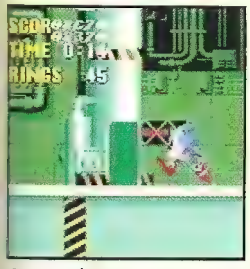
The spikes on the mace can hurt, but the chain is OK.

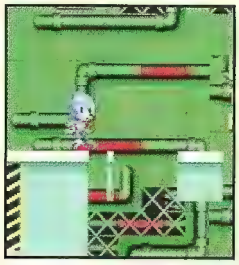

Or you can run under the spikes.

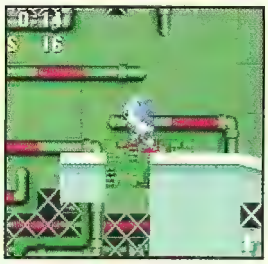

Going down!

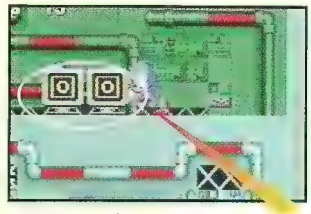

More conveyors. Don't get squashed!

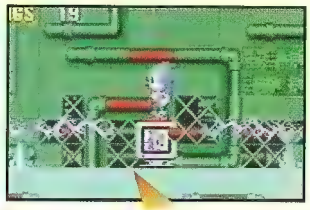

Don't be shocked. Just spin under the electrode.

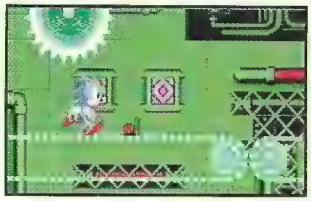

Going down, again.

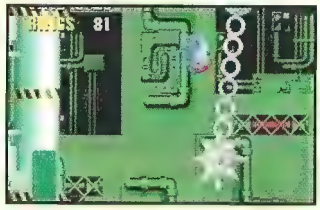

Use these disappearing platforms to get across.

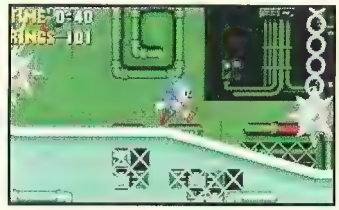

Then jump down the left side of the pit . . .


. . . to get these 20 Rings . . .


. . . and a 1-Up!


The conveyor belt will try to mess you up. So will the blade.


At last, you're almost there . . .

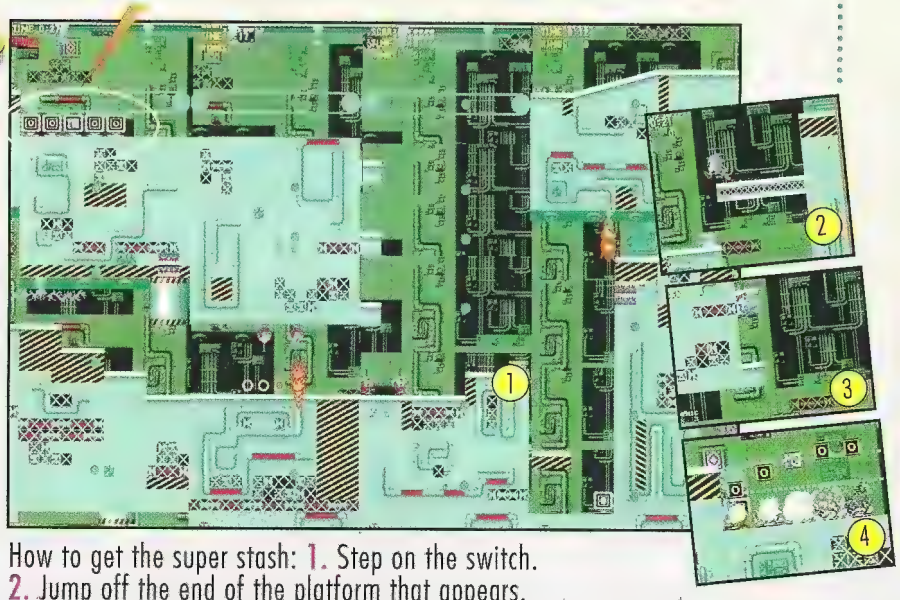

. . . avoid the maces and run to the end of the Act.

B Lower Route

Get 20 Rings at the bottom of this pit, then time your jumps out. Make the last jump just before the platforms begin rotating so you can get through the upper ones.

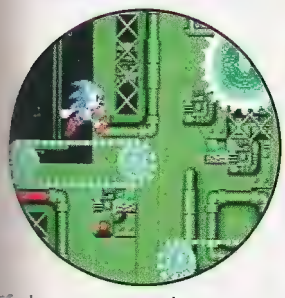
THE SUPER STASH

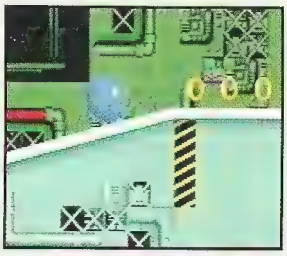
At one point on the lower route, there's an elevator that takes you up two levels if you have more than 50 Rings. Otherwise, it stops on the path leading to a super stash of 40 Rings and a 1-Up—if you can get them!

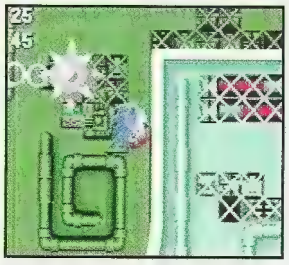


How to get the super stash: 1. Step on the switch.
2. Jump off the end of the platform that appears.
3. Keep trying this jump until you land on the disappearing platform.
4. Jump up under the conveyor and spin to collect your reward.

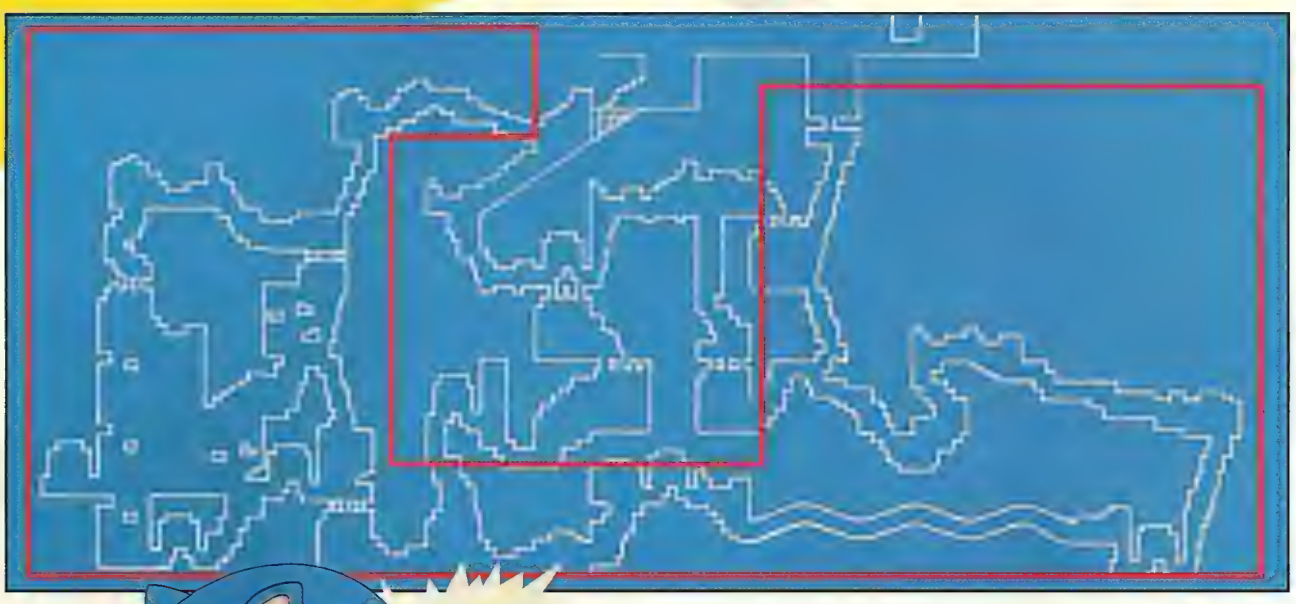
The lower route presents some new challenges!


If the conveyor chasm is too daunting, jump down carefully and use the spring to rocket you to the top!



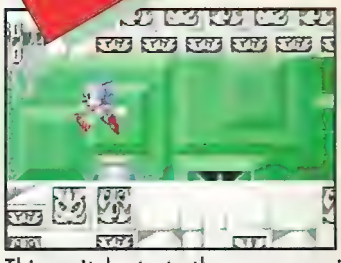


SCRAP BRAIN ZONE ACT 3



This is it! Make it through this Act and you'll get your chance at Robotnik. But it won't be easy. Now that the end is in sight, it would be a shame to make a mistake.

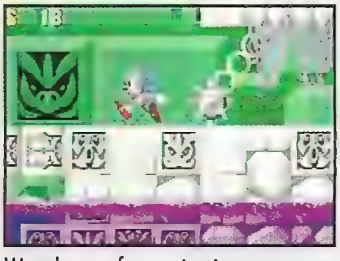
Upper Route



This switch starts the ramp moving. You can take a lower path. It's shorter. Or stay on the upper path. It's more interesting! To get onto the lower path, run down and jump over the end of the ramp.

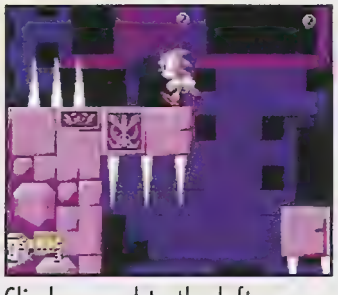
Let's take the upper path! Soon you'll reach the water, but first—10 Rings.

Run across the falling stones. Don't fall down here!



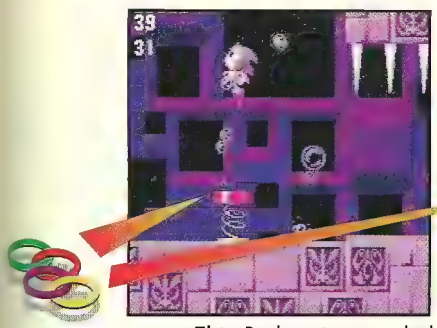
Watch out for swinging maces along the way.

Past another switch, find this bonus, then jump down between the stones.

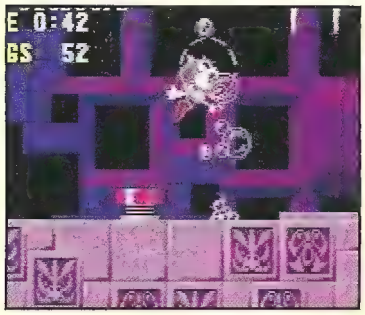


Climb up and to the left . . .

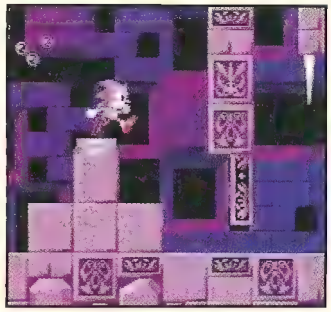
. . . to get the 1-Up.



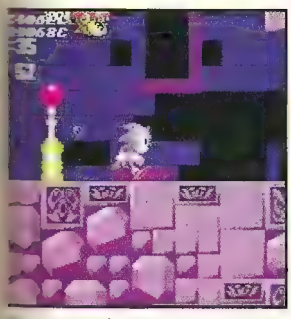
This Red spring can help you collect 21Rings.



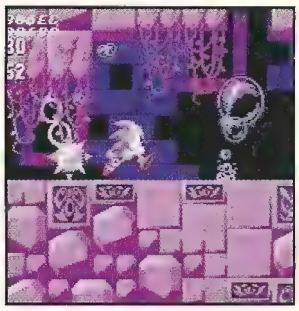
Don't forget to breathe. The bubbles may not come as fast as you're used to.



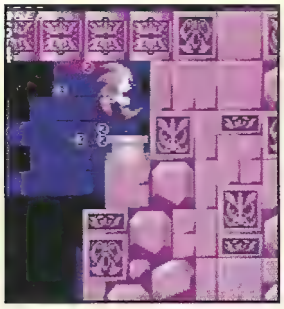
Jump on the switch to open the next passage.



...n past the Lamppost.

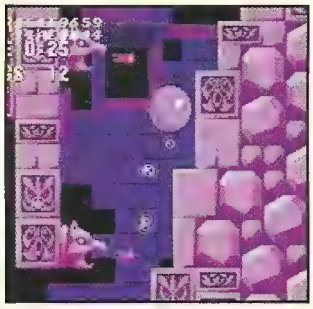


Be careful with the maces swinging in the tunnel.



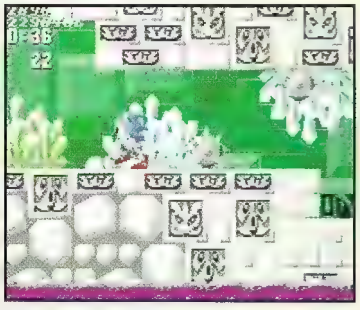
Get past a Burrobot and an Orbinaut and onto the next switch.

Let the rapids take you.



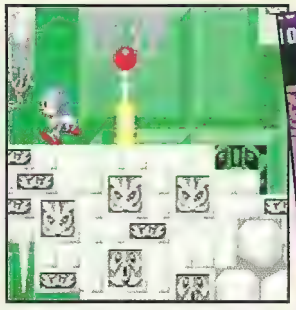
Get some air before this long climb. You don't want to hurry past the Gargoyles!

...the top is a ...0-Ring bonus.

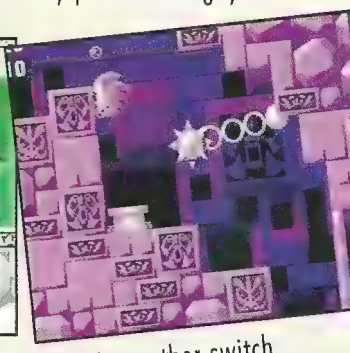


This section is tough. The maces come from above and below!

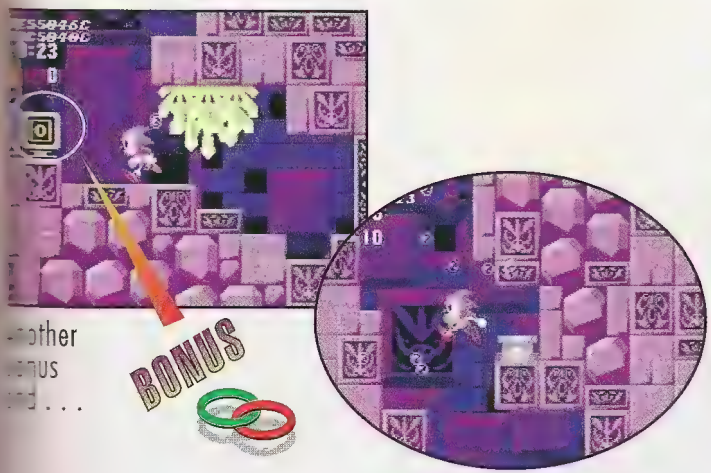
Time your jumps to avoid the Orbinaut's attack.



Pass through the second Lamppost.

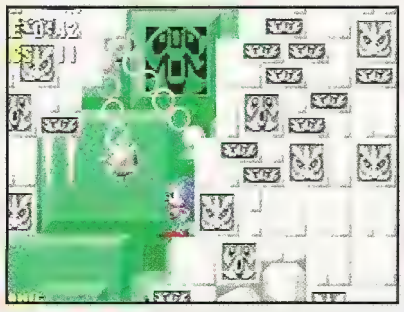


Here's another switch to open up the passage below.

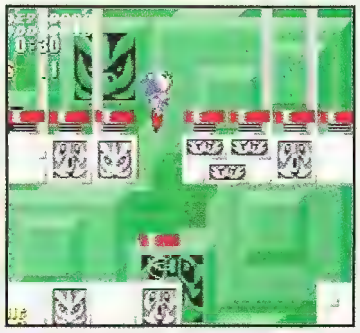


...nother ...nus ...d . . .

. . . another switch.



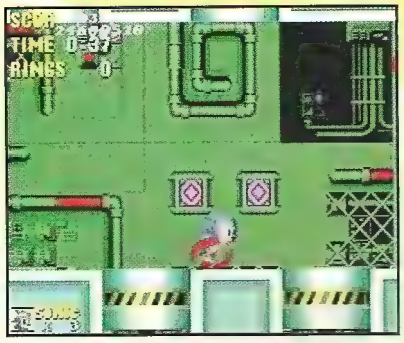
Watch out for swinging maces when climbing this cliff. Sometimes they seem to come out of nowhere!



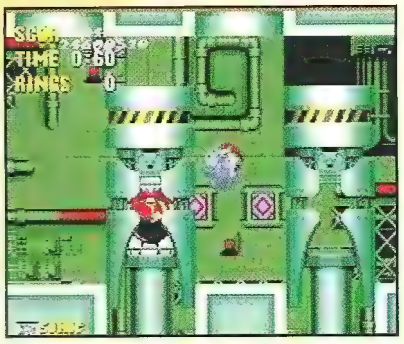
These Red springs are interesting. They'll launch you into the Final Zone. CONGRATULATIONS! YOU MADE IT . . . well, almost.

FINAL ZONE

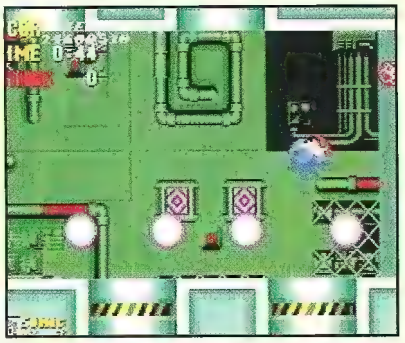
Robotnik is always thinking. You've got to give him that! He's come up with another diabolical trap. But you'll defeat him. You've come too far to let him beat you now!



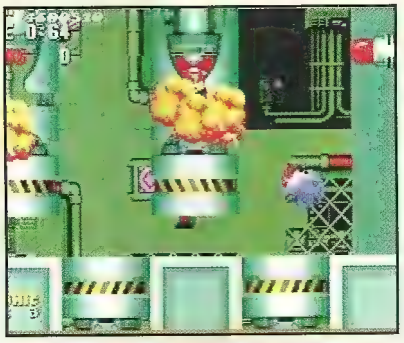
This is Robotnik's last stand.



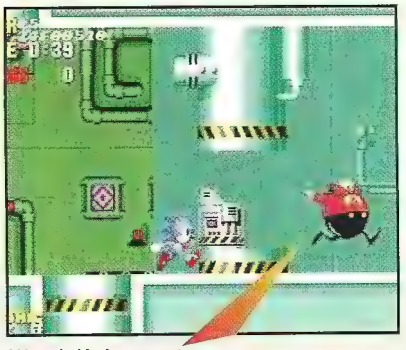
When Robotnik appears, bash him with your Super-Sonic Spin Attack.



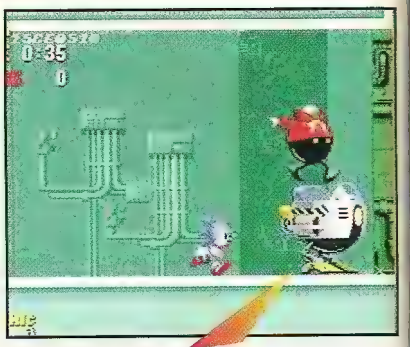
Don't get hit with the electric energy pulses. Stand between them and jump over them if necessary.



You've foiled Robotnik's evil scheme for now.



Wait! He's running away.

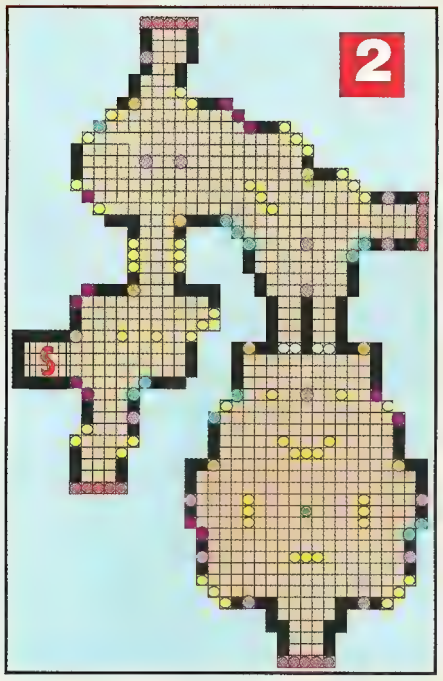


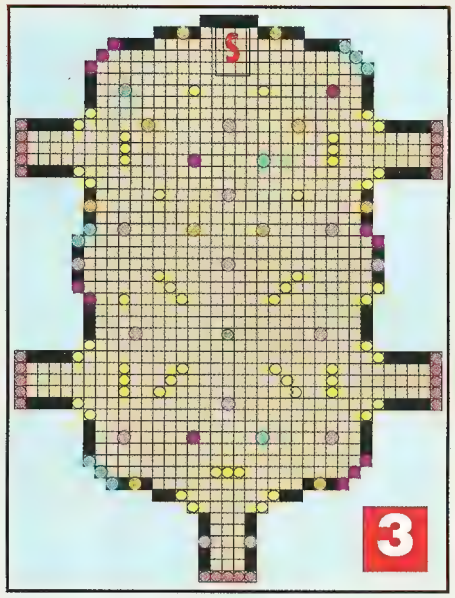
Too late! He got away.

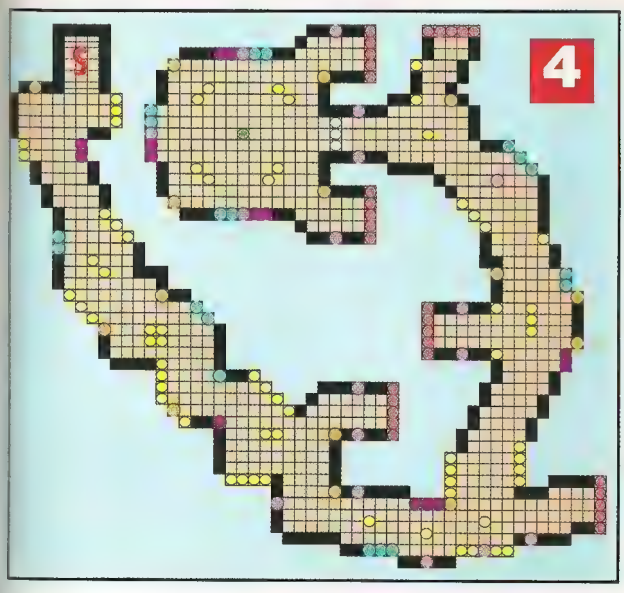
Well, Robotnik might have gotten away, but you've freed all your friends. Enjoy your victory, but not for too long. Something tells me that Robotnik will be back.

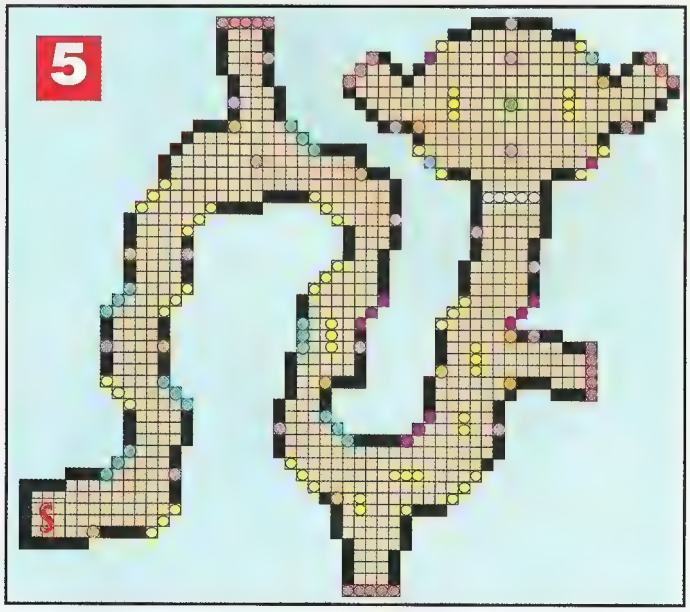
The Special Zone

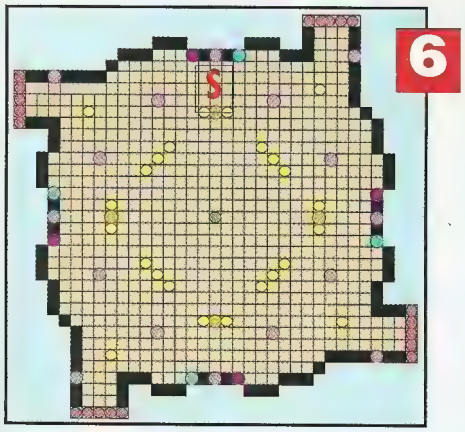
When you finish Act 1 or Act 2 of any Zone with 50 or more Rings, you'll see the Special Zone entrance—a large golden Ring. Jump into the Special Zone entrance to earn a chance to get one of the six Chaos Emeralds—and some extra Sonics!











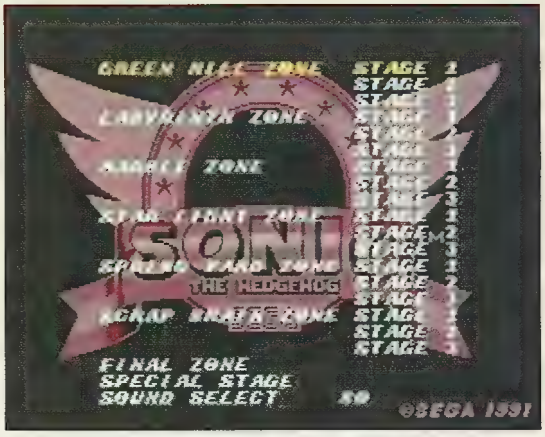
These six maps show you the Special Zone areas you'll visit in the order they first appear. If you fail to obtain the Emerald in any attempt, you may return to a Special Zone area to try again, but first you have to get through another Act with enough Rings! If you fall through a Goal, you exit the Special Zone—without the Emerald!

- S = Starting Point
- = R (Reverse rotation direction)
- = Up (Increase rotation speed)
- = Down (Decrease rotation speed)
- = Bumper
- = Jump block
- = Goal
- = Emerald area entrance
- = Emerald

Ultra Top Secrets

The Stage Select

To pick any Zone when you play Sonic The Hedgehog, wait until Sonic appears in the opening screen. Then quickly press UP, DOWN, LEFT, and RIGHT in sequence on your direction pad. You should hear a chiming sound. Press A and START at the same time. If you've done it correctly, you should see the Stage Selection screen. If not, press RESET and try again.

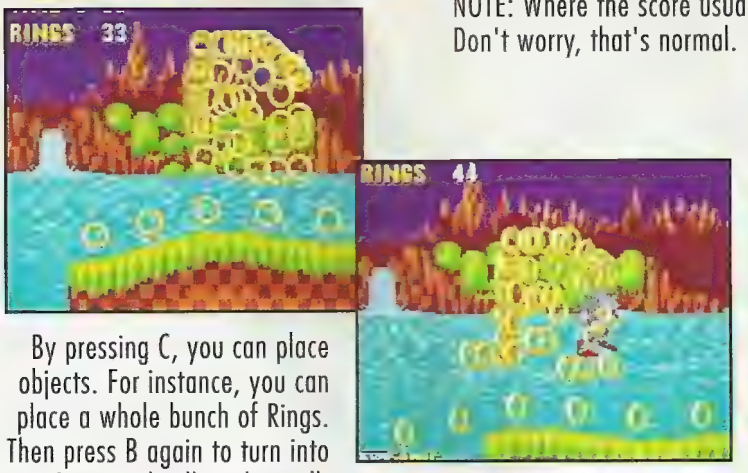


The Construction Set

Press B to go into Construction mode.
Press B again to return to game play.
In Construction mode:
Press A to change the current object
Press C to place an object on the screen
Press Start to pause
In Pause, press and hold down B to move in slow motion.

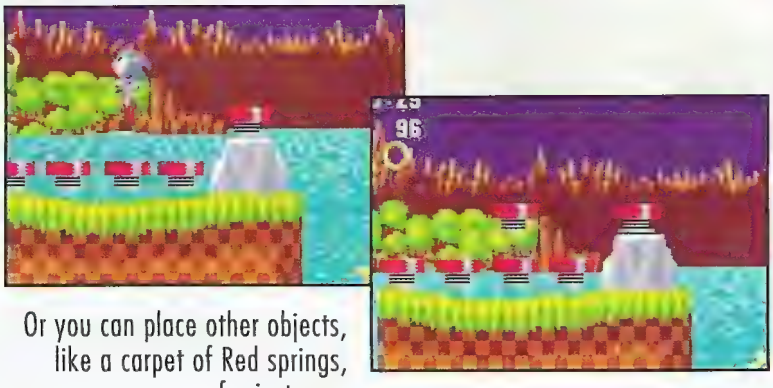
After you have successfully reached the Stage Selection screen, you can also use what we call the Sonic Construction Set. Really, this is a special mode used by the programmers when they made Sonic The Hedgehog. But you can have fun with it, too. Press RESET from the Stage Selection screen. Then, at the opening screen, press UP, C, DOWN, C, LEFT, C, RIGHT, and C. Then press A and START again to reach the Stage Selection screen. Choose the Zone you want to play and then press A and START again. This time, hold both buttons down until the Act begins. Now you can have lots of fun with Sonic.

NOTE: Where the score usually appears, there will be two rows of strange numbers. Don't worry, that's normal.



By pressing C, you can place objects. For instance, you can place a whole bunch of Rings. Then press B again to turn into Sonic and collect them all.

If you fall, quickly press B to enter Construction mode and save yourself.



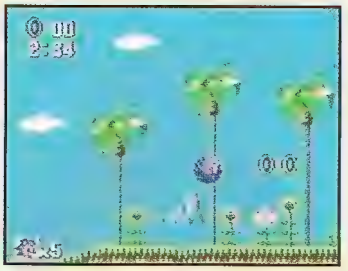
Or you can place other objects, like a carpet of Red springs, for instance.

Remember, when you play in the Construction mode, you'll be invincible, even if you lose all your Rings! Don't fall down any bottomless pits or get crushed. That's still bad news!

SONIC THE HEDGEHOG FOR GAME GEAR: THE FIRST ADVENTURE

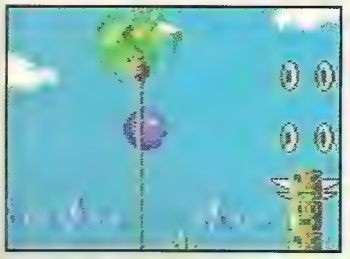
Say, I'm looking for a few good humans—one, in fact—to help me defeat the evil Dr. Ivo Robotnik. You see he's a mad scientist and he's busy trapping my friends inside evil mechanical monsters. I'm going to free them and foil Robotnik's nefarious plans. Come with me. You can help. It'll be an adventure. You'll have to be pretty speedy, though. A super hedgehog waits for no one. So if you're tough, if you're mean, and if you're pumped up and ready to flash like lightning, come with me and let's go scramble that Egg Man!

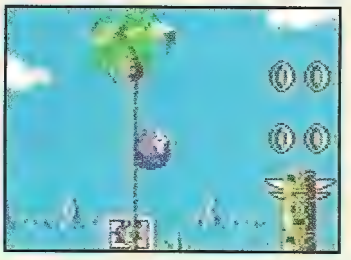
Tips for Playing Sonic The Hedgehog for Game Gear



Most of the time, you should try to grab as many Rings as you can. You earn an extra Life for every 100 Rings. In a few Acts, such as Bridge Zone, Act 2, try to get 50 to 99 Rings, so you can enter the Special Stage and earn both Continue Stars and extra Lives.

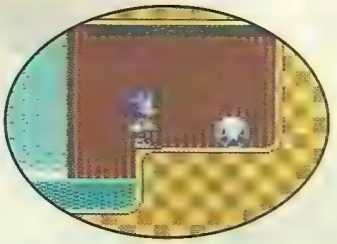
For every 100 Rings you collect, you gain an extra Sonic!



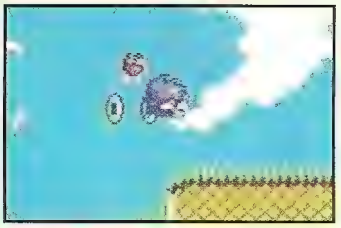


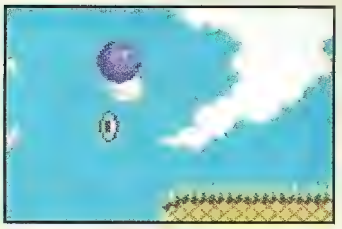
Don't rush too fast through the Acts just to earn the Time bonus. Take your time and explore each Act thoroughly. You never know what you might find!

The Arrow Monitors mark your position. If you fail to make it through the Act, you'll return to the last Arrow Monitor you destroyed.

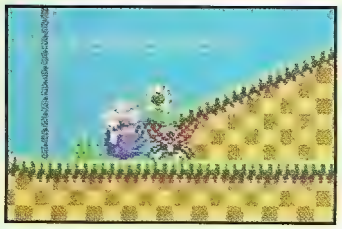


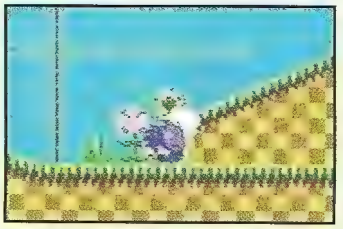
Look for the Chaos Emeralds. Try to collect all six! The Chaos Emeralds are always in Act 2 of each Zone.

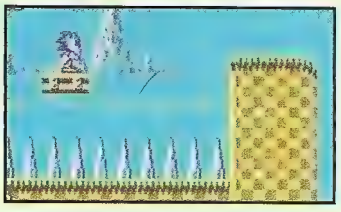




Use the Super-Sonic Spin Attack, either high or low, to defeat Robotnik's evil mechanical creatures.

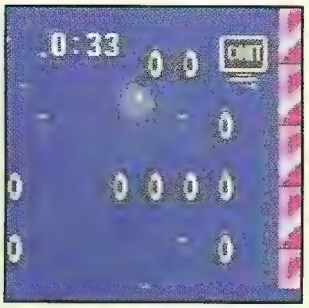


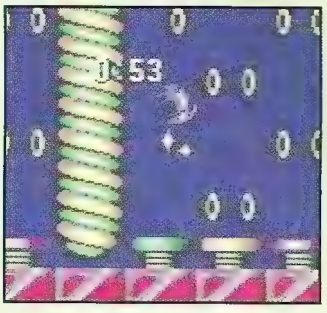




Watch your step! There are plenty of dangers everywhere!

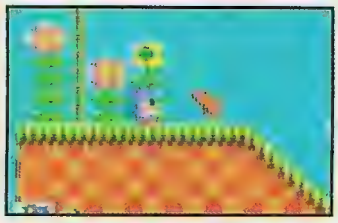
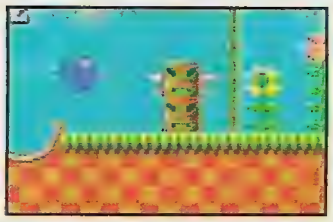
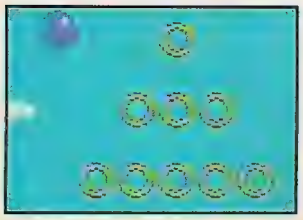
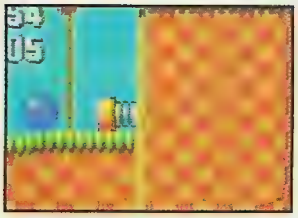
Special Zone





If you make it to the end of Act 1 or Act 2 with 50 Rings or more, you'll enter the Special Zone. Earn extra Sonics and extra Continues in the Special Zone.

Green Hill Zone, Act 1

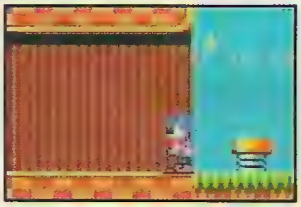
Spin at the top of the hill to get a rolling start, then hit the ramp and soar upward to the pyramid of Rings! Use the spring to roll back up the hill so you can collect more Rings.

Jump up and hit the second palm tree after the first set of spikes to reveal a hidden 1-Up.

Green Hill Zone, Act 2

At the start of the Act, you'll fall underground.

Drop off the ledge and steer left for a Super Ring.



Go left from the spring above the Arrow Monitor.

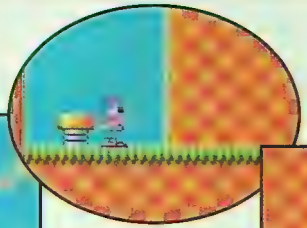
Walk past two waterfalls and drop down the third.

It's the first Chaos Emerald!

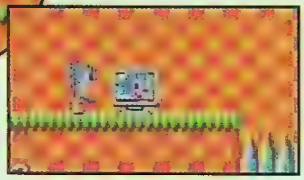
Watch out for the spikes at the bottom of the ramp.

Green Hill Zone, Act 3

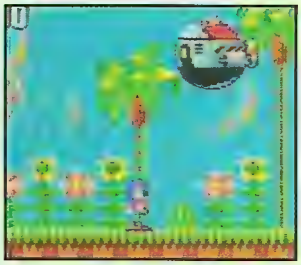
Move right and drop off the third ledge.



You'll land next to a Yellow spring.



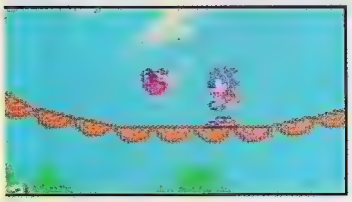
Buzz to the right to find a 1-Up.



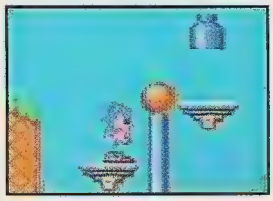
Jump and hit Robotnik as he flies across the screen.

Move to the middle and jump when he flies past.

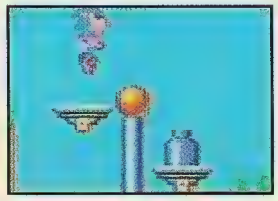
Bridge Zone, Act 1

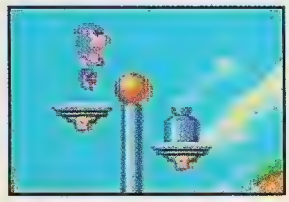


Watch out for Choppers on the bridges.



The weighted springboard is cool! Keep jumping up and down to go higher into the air.



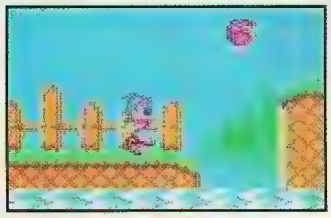


Get as high as you can on the second springboard, then steer right to land next to a 1-Up.

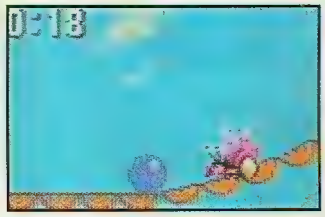
It's the Chaos Emerald! But how do you get to it?

Stand on the first piece of the bridge, then jump left as it drops.

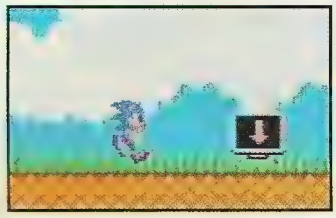
Bridge Zone, Act 2



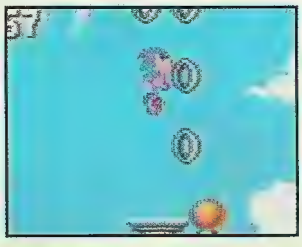
More Choppers! Keep cool as you jump across the ledges.



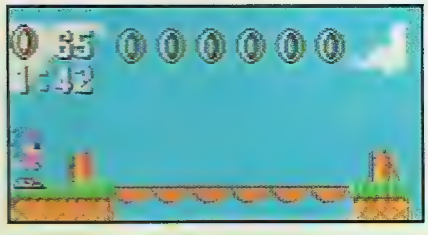
Spin and roll to hit Spikes, or just jump over him.



Once you reach the Arrow Monitor, start looking for a 1-Up at the bottom of a bridge.

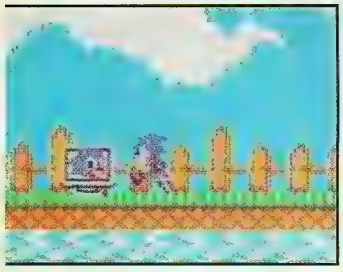


Catch some air on the springboard!



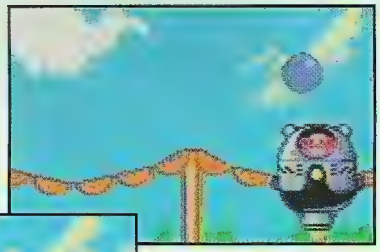
This is the last group of Rings in the Act. The bonus panel is to the right.

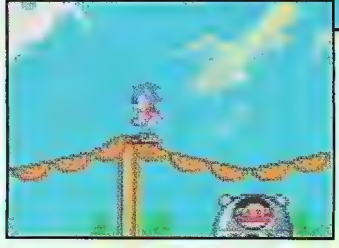
Bridge Zone, Act 3



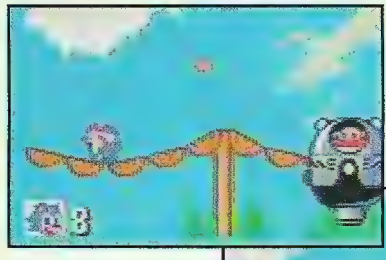
Walk left at the start of the Act for an easy 1-Up.

Stand on the middle ledge and wait for Robotnik.





Spin-attack him, then jump to the opposite side of the screen.

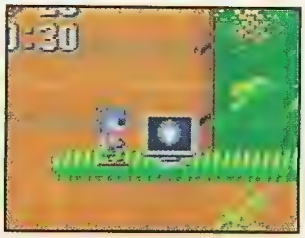


When Robotnik shoots three bullets, duck underneath them.

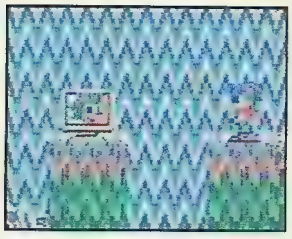
Then jump onto the middle ledge to attack again.

Jungle Zone, Act 1

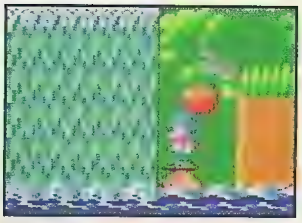
Be careful when jumping off the vine bridges. It's tricky!



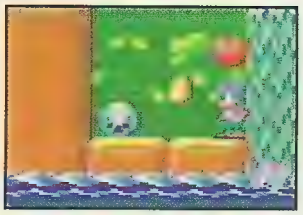
Stay at the bottom to find a Shield.



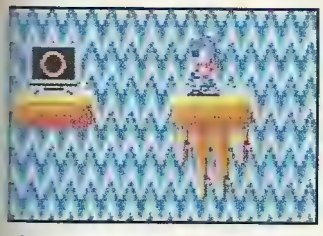
Jump along the ledges to reach the 1-Up.



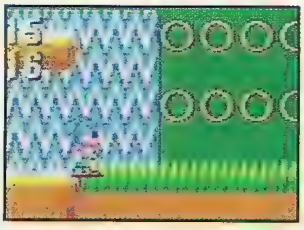
Ride a log to the bottom of the third waterfall and jump left to the ledge. Walk onto the log and roll left to the Chaos Emerald!



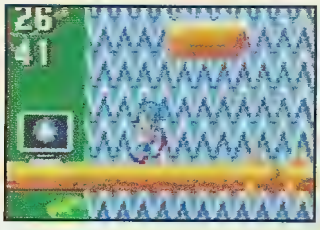
Jungle Zone, Act 2

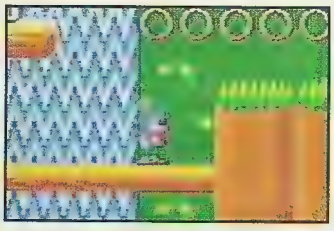


This Super Ring is near the bottom of the Act.

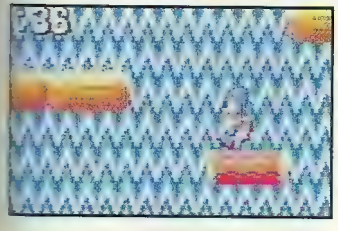


Search the ledges on the side of the waterfall.





When you reach the thorny log, go left for a Shield and go right for a group of Rings.



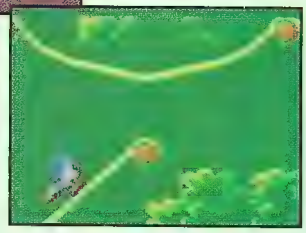
These log ledges fall down when you land on them.

Stay on the right side of the waterfall to find this 1-Up.

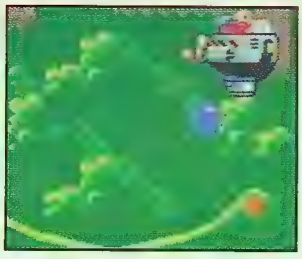
TIP: Be careful when you backtrack down the waterfall. Don't fall into spikes that you can't see!

Jungle Zone, Act 3

Go into the water for a 1-Up.



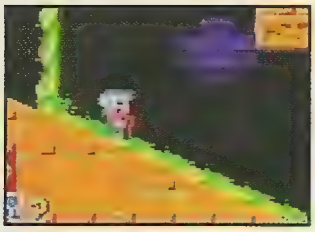
Climb up the vine ledges until Robotnik shows up.



Hit Robotnik when he descends, then jump over the rolling bombs. Their explosions can hurt you, so watch out!

When Robotnik is defeated, jump right to finish the Act.

Labyrinth Zone, Act 1



Whoa! Don't jump and hit the spikes in the ceiling!

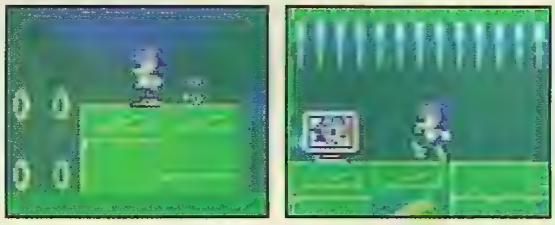
Go left from the bottom of the waterfall.

Find the bubble patches to breathe.

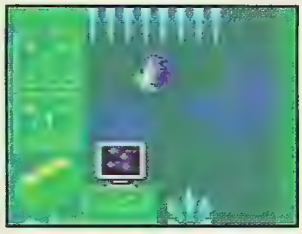
At first, this Monitor has a Super Ring. Hit the bottom to turn it into a 1-Up.

Labyrinth Zone, Act 2

Jump left from the second waterfall onto this ledge. Go left to find Rings and a Shield.



Go left from this point and follow the tunnel. There's a 1-Up at the end. Hurry back to the right before you drown!



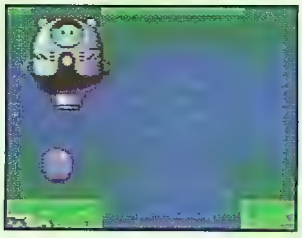
Get this Invincibility bonus and hurry upward at Sonic speed!

Go up and left to find the Chaos Emerald just left of the bonus panel.

Labyrinth Zone, Act 3

Hit the spring at the start and land on the high ledge. Go left (watch out for the spikes!) and you'll find a 1-Up. Now you've got to escape the tunnel without losing a Life!

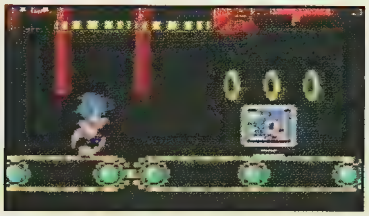
When Robotnik appears at the bottom, stand underneath the bullet.



When Robotnik appears on the left, jump and hit him, then avoid the torpedo by jumping behind it.

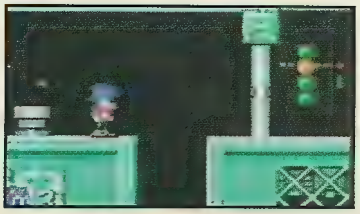
When Robotnik appears on the right, avoid the torpedo by jumping over it.

Scrap Brain Zone, Act 1



Get this 1-Up before it falls off the conveyor belt!

Watch out for the fire streams and electric beams.

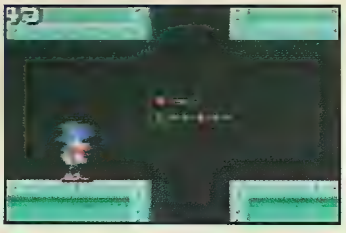


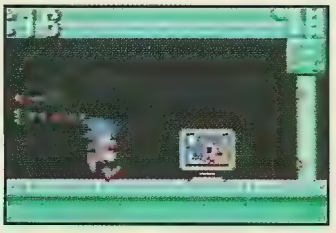
Hit this button to open the door near the end of the Act.

Scrap Brain Zone, Act 2

Go to the upper-right corner of the belt room and head right.

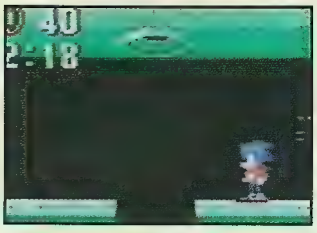
Watch out for the Ball Hogs. Roll down the tunnels to hit them.



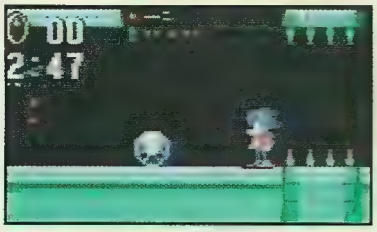


Jump across the gap to enter the next part of the Act, but not before you collect the 1-Up. Use one of the transporters to find it.

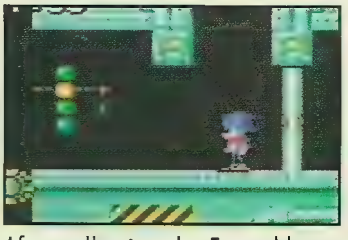
Hit the button to open the left door.



Drop down the first pit you reach and follow the tunnel.

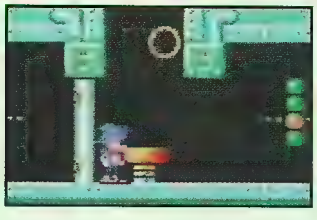


The transporter at the end of the tunnel takes you to the Chaos Emerald!



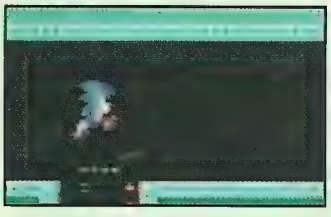
After collecting the Emerald, go back to the open left door.

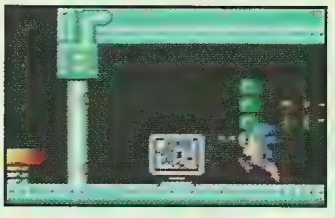
Scrap Brain Zone, Act 3



This Act is a maze of tunnels and doors. Don't get lost!

There are only 99 Rings, so don't go crazy looking for the 100th one.



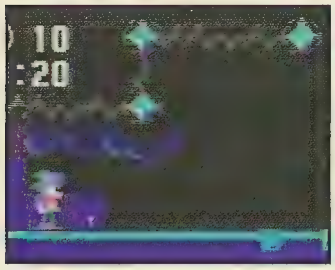


When you reach this point in the Act, go right and follow the tunnel to find a 1-Up.

Hit the button to open the door. Hit it again to close the door.

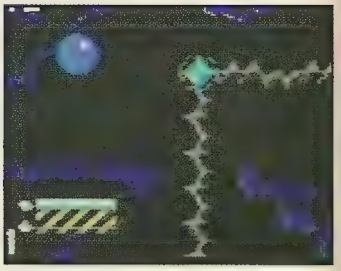
Robotnik flies away to his Sky Base! Walk onto the platform to follow him.

Sky Base Zone, Act 1



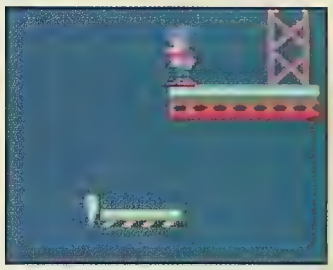
Watch out for the electric beams!

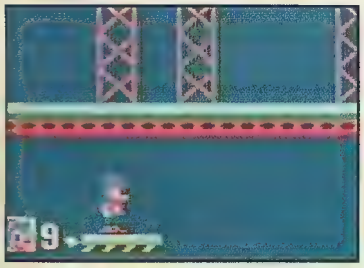
The cannons fire in bursts of four bullets.



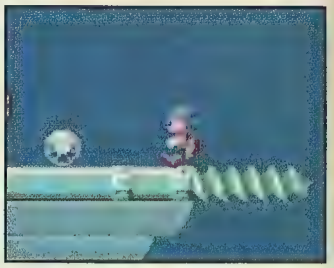
The flying platforms move to the right. Jump off the platform and it stops moving for a moment.

Sky Base Zone, Act 2

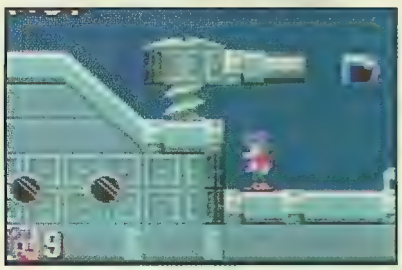




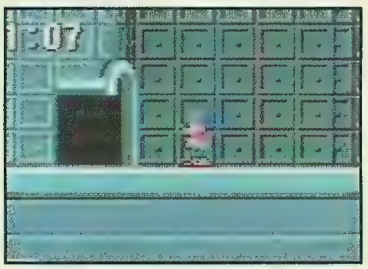
From the start of the Act, jump left and you'll land on a flying platform.



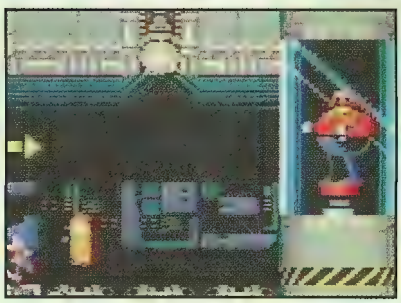
Keep jumping from platform to platform until you reach the bow of the base. Jump onto the bow to collect the final Chaos Emerald!



Once you've collected the Emerald, go left past the cannons until you reach the door.



Sky Base Zone, Act 3



Stay on the far-left side of the screen to avoid the fireballs and fire streams. The streams move from right to left, so hit Robotnik when the fire streams are on the left.

You've defeated Robotnik! Don't get too cocky . . . he'll be back!

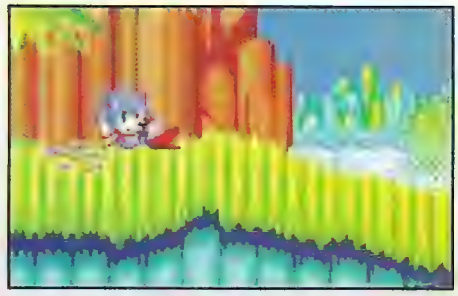
SONIC THE HEDGEHOG 2 FOR SEGA GENESIS: THE SECOND ADVENTURE

I'm back! Have you been practicing? I have. I'm meaner, leaner, and faster than ever! But my old enemy, Dr. Ivo Robotnik, has become even rounder, sneakier, and nastier than before! He's come up with another evil scheme, and I guess it's up to a super hedgehog to make things right again . . . a super hedgehog and his pal Miles, that is. Have you met Miles? I call him Tails since he's got two of them. Tails is learning my tricks and helping me defeat Robotnik. So are you with us? Ready to make a Sonic boom?

This journey is going to be even tougher than the last one. Just take a look at the maps at the beginning of each Act and you'll see just how complicated our lives have become. When you see a letter on a map, you're looking at the starting point for different routes through the Act. Match up the letters on the map with the letters in the text to find totally awesome close-ups of the action and tips on how to get through Robotnik's treacherous traps. If you don't see any letters on a map, it's because we're only showing one main path through the Act. Tails and I always like to know where we've been and where we're going, so help us out by keeping your eyes on the map!

Tips for Playing Sonic The Hedgehog 2 for Sega Genesis

But before you can go, you need to know a couple of tricks or else Robotnik will make minced hedgehog stew out of you. Don't ever forget, the fate of Mobius is on your shoulders! Stay sharp and watch your step!



Collect all of the Rings that you can find. For each 100 Rings you collect, you get another chance to play (an extra Sonic)!

The Super Ring is worth 10 regular Rings.

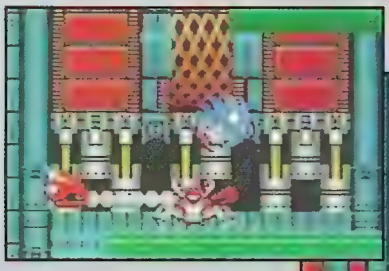
The Shield protects you from one hit.

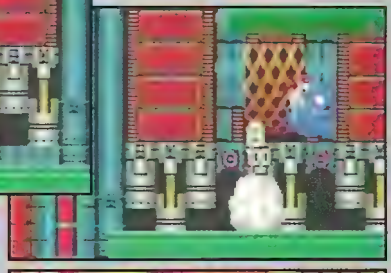
Invincibility protects your from harm for a while.

The Power Sneakers make you go even faster than usual.

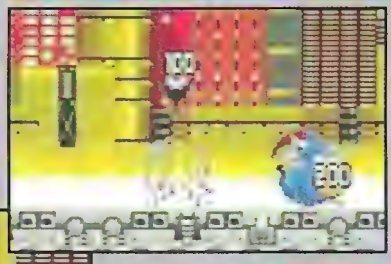
The 1-Up gives you an extra Sonic.

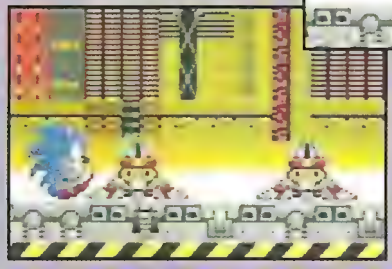
The Starpost is a way point. If you fall in a pit or otherwise don't make it through an Act, you'll start from the last Starpost you crossed. You can also enter the Special Zone through a Starpost!

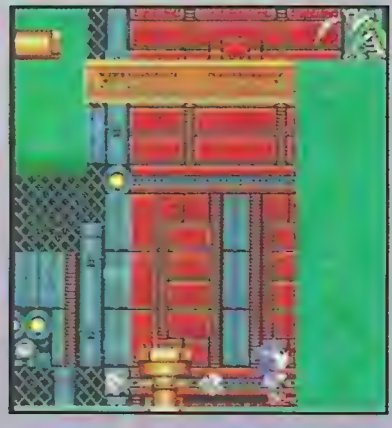




You can still hit your enemies high and low with your Super-Sonic Spin Attack. Your cobalt-blue hedgehog spikes can really rip through most of the meanies in Mobius.







You can still look up or down, but it takes longer. Press UP or DOWN on the D-pad when you're standing still. Keep pressing and you'll look up or down to see more of the screen.

Are you ready for some fast starts? Sonic's developed a new technique. It's called the Super Dash Attack, but we also call it the Super Speed Dash. It'll get you going in a hurry. Use it to get through tight spots, zoom up hills, and through loops and ramps! Try it. Just push DOWN on the D-pad and press the A, B, or C button several times to really rev up!

To get to the Special Zone, cross a Starpost with 50 Rings or more. A magic circle will appear. Jump through the circle to enter the Special Zone. You must complete seven Special Zone courses to earn all seven Chaos Emeralds.

For more information about the Special Zone, turn to page 146.

Emerald Hill Zone

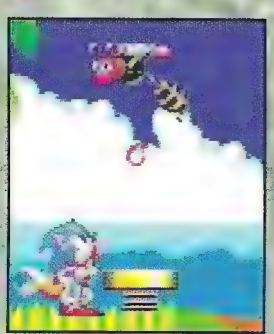
Goals for this Zone

WELCOME to Emerald Hill.

This used to be a peaceful place where I practiced my Super-Sonic running with my friend Miles. (I like to call him "Tails" on account of he's got two of them.) But now Robotnik has turned my other friends into mechanical monsters and Emerald Hill isn't so fun. Help me clean up Emerald Hill.

New Enemies

Masher
Masher can get you from underneath. Be wary when crossing bridges and chasms.

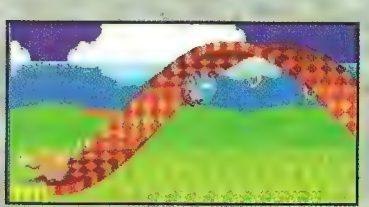


Buzzer
Buzzer hovers back and forth and shoots at you. You gotta stay out of his way.

Coconuts
These monkeys are called Coconuts. And that's what they throw at you. They're fast, but you'll have to be faster. Try attacking from directly underneath them.

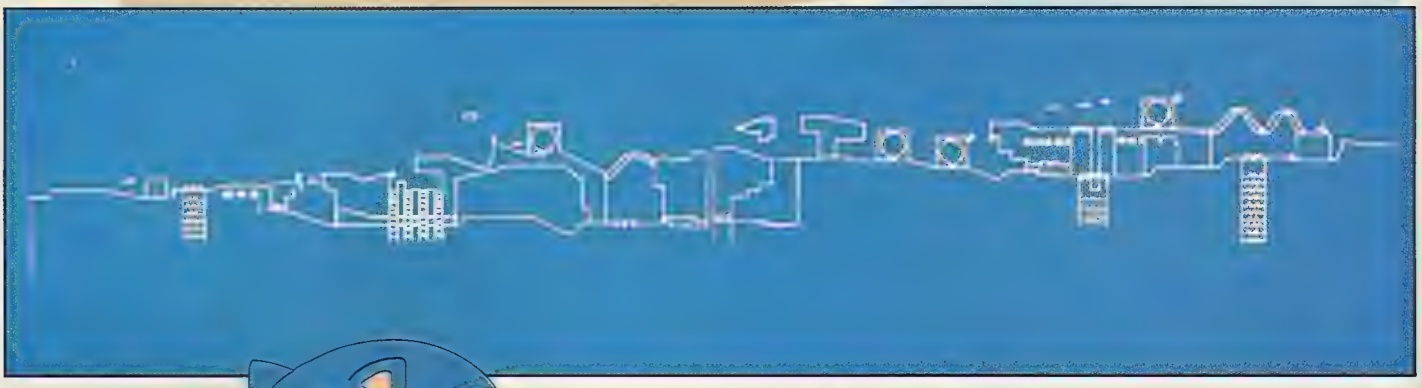
New Places

Yellow and Red Springs
Yellow springs get you going, but Red springs are even stronger. You'll be bouncing off springs a lot. They're high energy.



Loops, Spiral Highways, and Secret Areas
Look for loops, spiral highways, and secret areas. There's lots to see in Emerald Hill.

EMERALD HILL ZONE 1 ACT

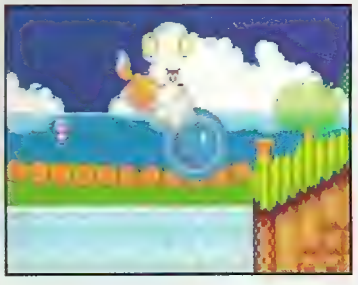


Your best bet in Emerald Hill 1 is to get lots of Rings. It's easy. Just don't let the Coconuts take them away. If you get enough Rings, you'll earn another Sonic. So relax and have fun, but don't get too cocky, it's going to get much tougher later.

Six Lives!

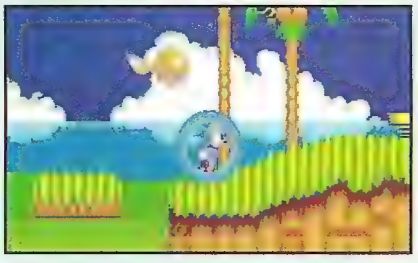
Hit Coconuts from directly underneath. They can only throw to the side.

Ride the moving platform to get the Shield.



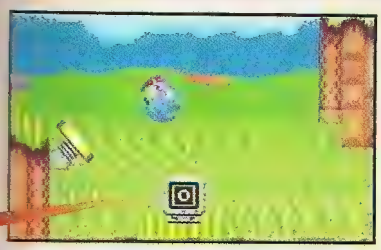
Spin-attack the Mashers as you cross the bridge.

Find the tunnel in the cliff and collect some Rings.

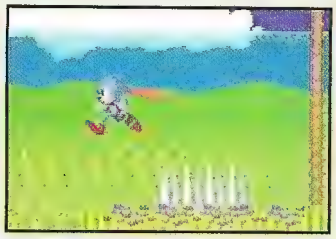


Continue on the upper path to the right.

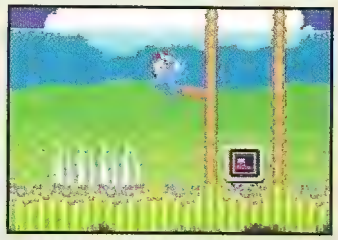
The Yellow spring can take you to Rings high in the air.



Collect a 10-Ring bonus and then jump on the Diagonal spring.

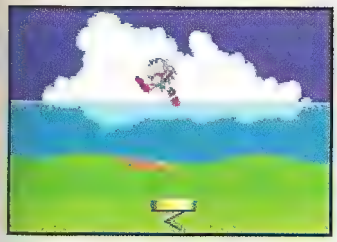


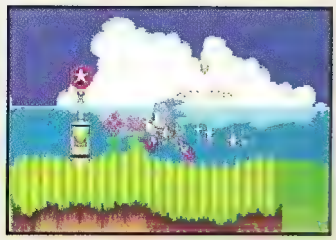
Pull back while you're in the air so you don't land on the spikes.

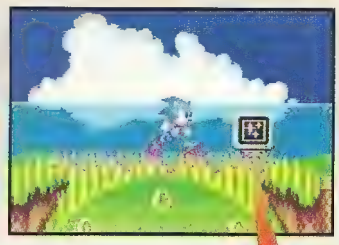


Get the Power Sneakers and you'll move like lightning.

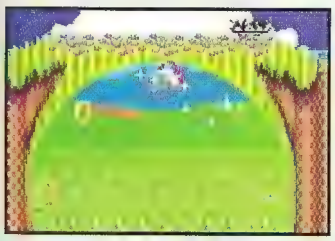
Power up the half loop. With the Sneakers on, you'll fly!

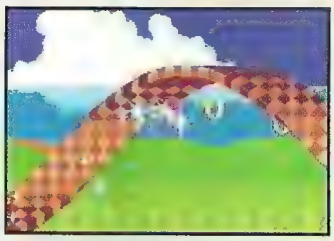




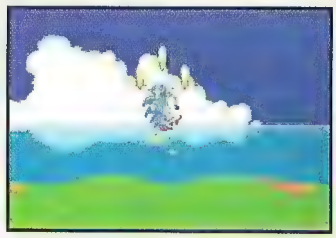


This spring can take you to a Starpost high in the air, but don't use it yet. There's a better time to use the Starpost. Instead, jump to the moving platform to the right. From there, jump to the top of the loop and collect an Invincibility bonus.



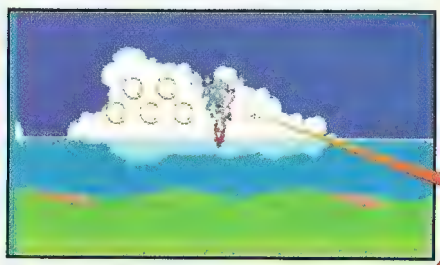


Jump back to the left and speed through the loop and the spiral highway.

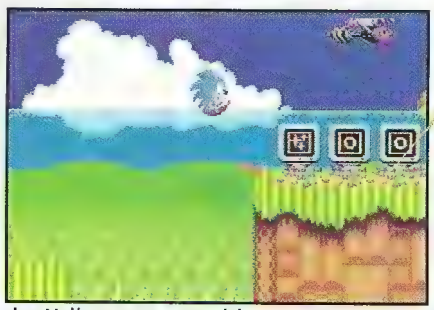


Keep your speed up and you can collect some extra Rings high up.

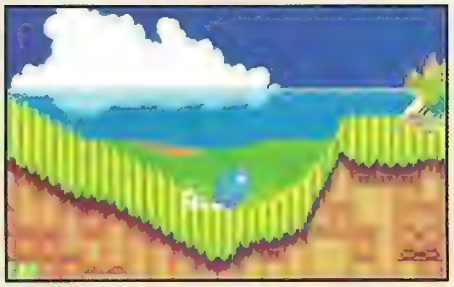
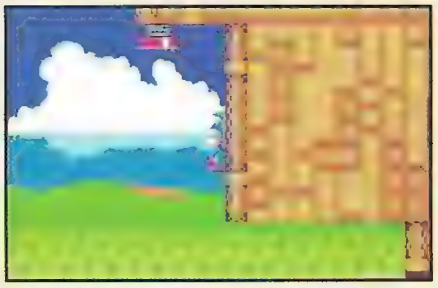
Back below, you'll find another Ring bonus.



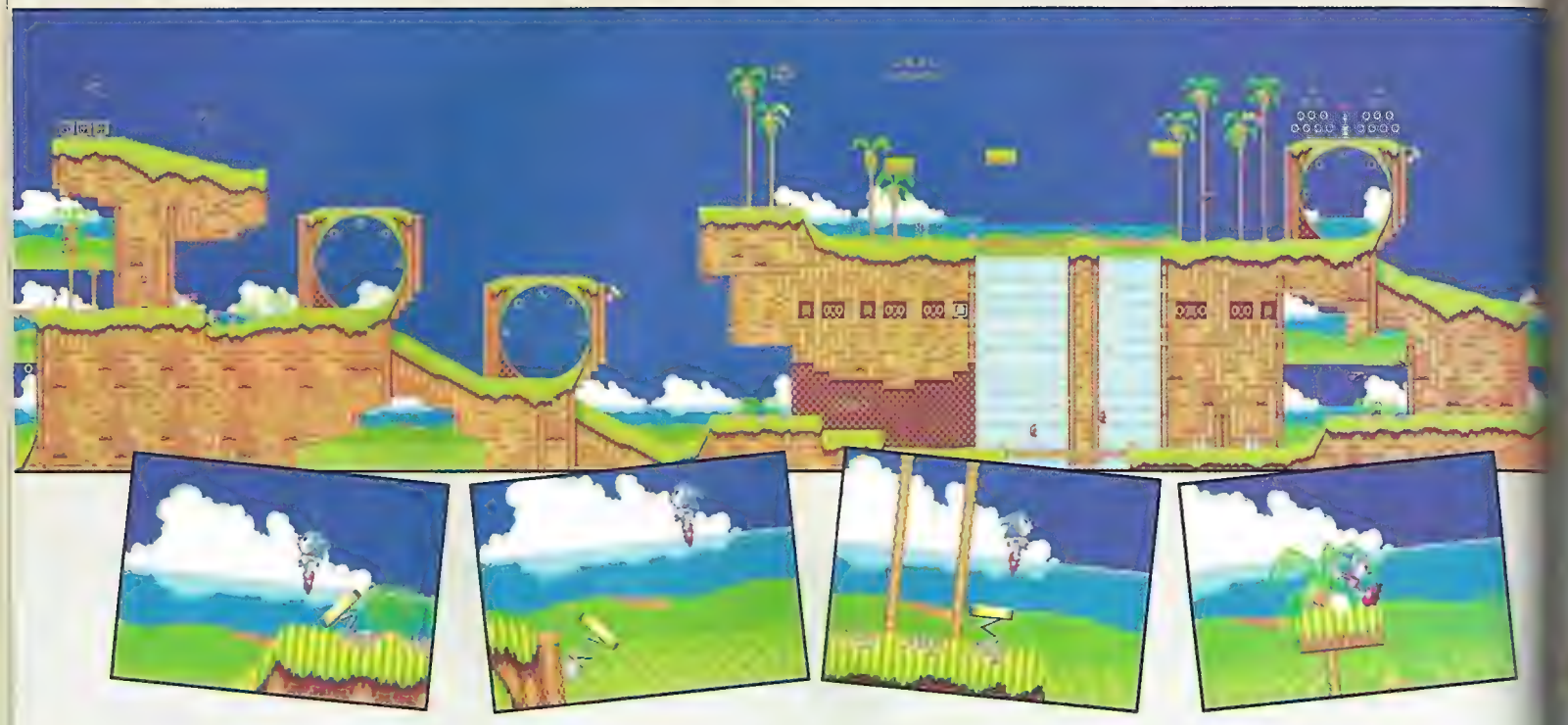
There are even more Rings in the sky back the way you came. Use the Yellow spring to reach them.



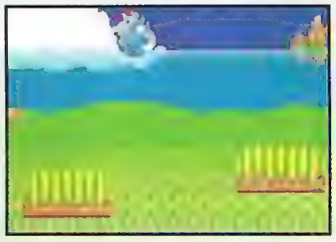
Jump over the Yellow spring and keep going up and to the right to collect a big bonus! Then continue to the right, through the loops.

There's a secret room with an extra Sonic inside. Speed up the ramp and angle right. Don't go too fast or you'll hit the Red spring and bounce back.

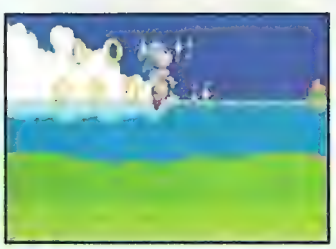


Jump from spring to spring to get to the highest part of the Act. Use the third spring to get onto a moving platform.



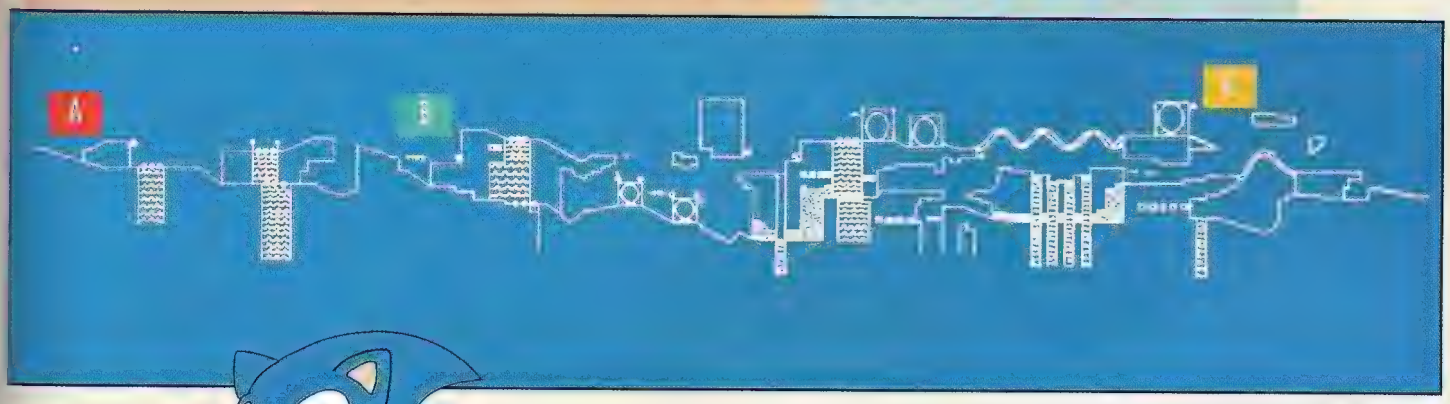
Jump from platform to platform until you reach the top of the loop. You'll find some Rings and a Starpost there. Don't use the Starpost! If you're going for extra Lives, this is the last Starpost to use. You're almost to the end of the Act now. Time for some fun! See the note to find out what to do!

You can collect a lot of extra Sonics and several Emeralds in this Act. First collect at least 200 Rings and get the hidden 1-Up. Then enter the Special Zone at the first Starpost. (HINT: It's the one early in the Act above a Yellow spring.) Try to collect the Emerald if you can! When you return to Emerald Hill, do it all again. If you cross each Starpost in order, you can keep going in and out of the Special Zone. Counting the 1-Up and 200 Rings, you can end up with 12 extra Sonics and 3 Emeralds in this Act!



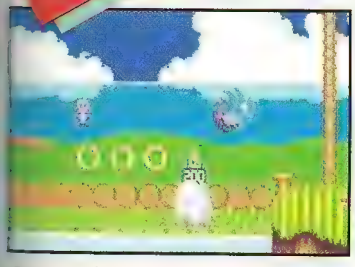
Just go through some more loops and, if you want, jump off the Diagonal spring to collect more high Rings. Then head for the end and on to Act 2!

EMERALD HILL ZONE 2 ACT

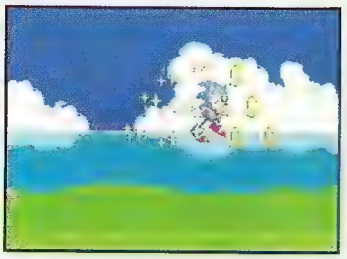


In this Act you can find a lot of Rings and a few extra Sonics. You'll also find some tricky hidden tunnels. Look high and low in Emerald Hill. At the end, you'll find Robotnik and his Mecknocart.

A Getting Started

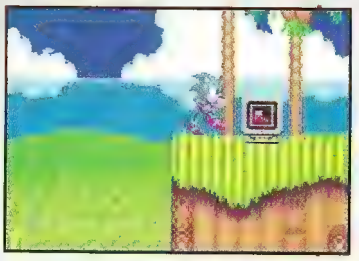


Run to the right and take out the Mashers or . . .



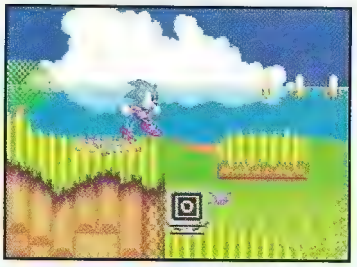
. . . jump on the Diagonal spring and collect some Rings high in the air.

Careful! If you jump on the Diagonal spring, you can get all the Rings, but you'll have to pull back on the D-pad to avoid Coconuts. Or don't touch the D-pad at all and you'll sail all the way to the Power Sneakers!

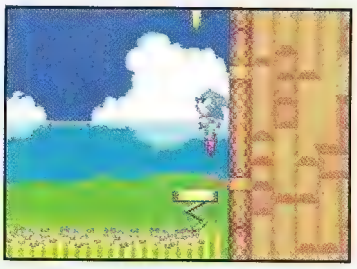


Whichever way you get here, by air or by land, the Power Sneakers are yours.

Take care of Buzzer after you get the Power Sneakers.



Get the Ring bonus, then ride the platform across.

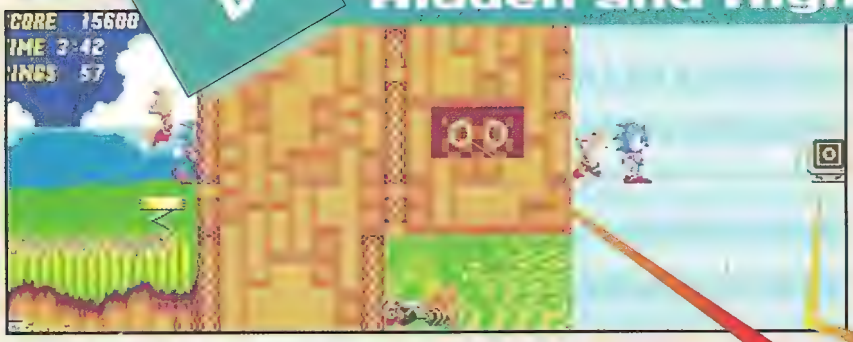


Get past the Coconuts and the spikes and you'll come to this Yellow spring.

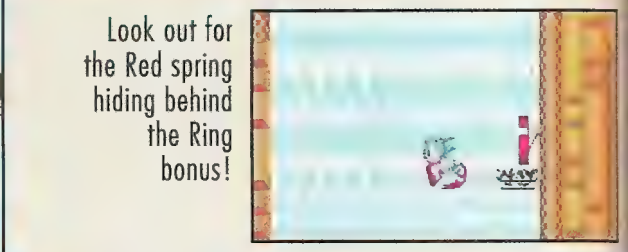
Here's a trick. Jump up to the top, then return to the bottom. Jump over the Yellow spring to find a hidden area.

B

Hidden and High Places



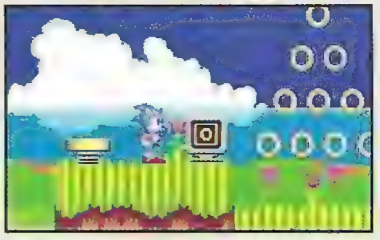
In this secret passage, you'll find some Rings and a Ring bonus. We're just getting started now. Remember this spring—we'll be back.



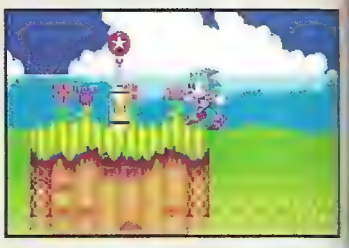
Look out for the Red spring hiding behind the Ring bonus!

Now bounce back up the first Yellow spring, where you'll come to another on top of a loop.

Use the loop spring to get onto this moving platform to the right.

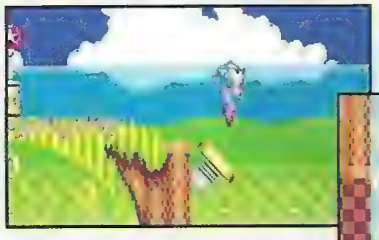


Ride the platform to this ledge and collect lots of Rings. There are more above the spring.

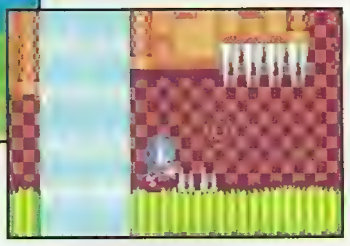


There's a Starpost up to the left, but you may want to skip it for now.

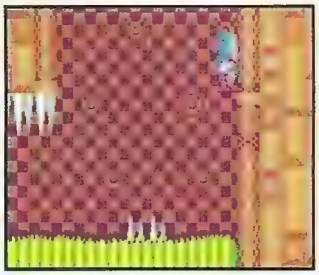
Drop down to the left of the Ring ledge, then cross to the next loop.

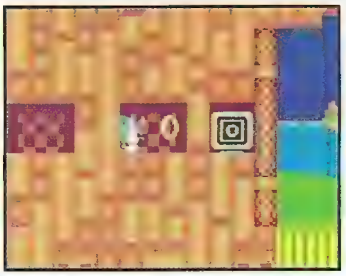


Jump over the Starpost and head for the Yellow spring.



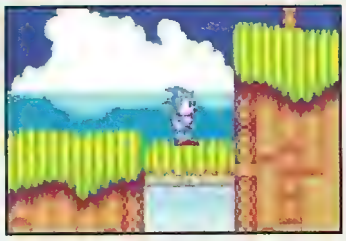
After getting the 1-Up, walk carefully to the right.



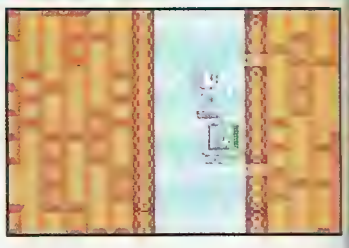


Jump over the spikes and into a hidden tunnel to collect a Ring bonus. There's a Red spring just below the hidden room.

Secret Sonic

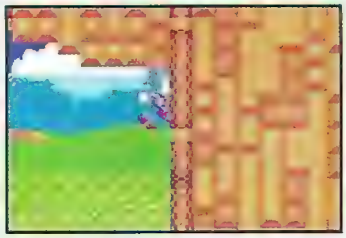


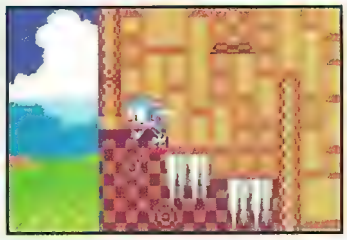
Walk to this platform over the waterfall and stand on it.



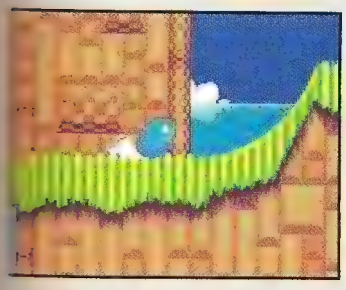
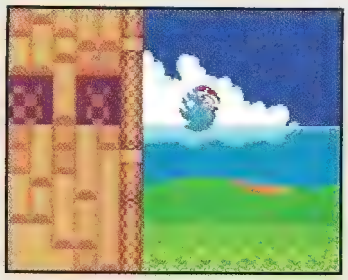
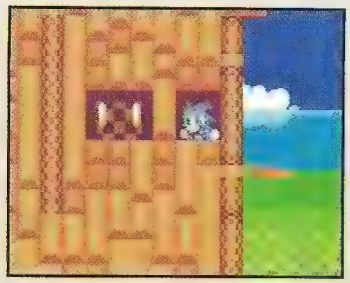
The platform falls, but don't worry. It's worth it!

Weird Ledge

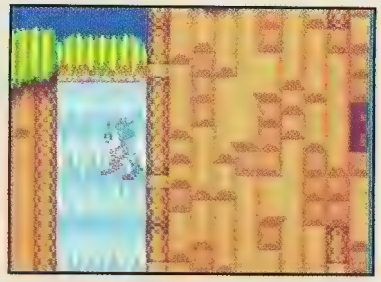




When you exit the 1-Up tunnel, you can experience a strange moment. Walk just to the edge of the exit to the left and fall straight down. If you do it right, you'll end up standing on the ceiling spikes! Weird. Move right or left and you go flying!

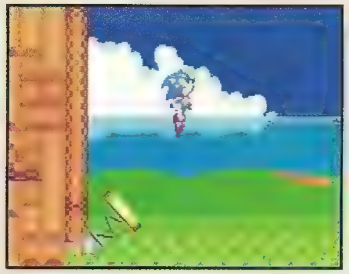
Use the Super Speed Dash to really get going up the ramp, then pull back to the left. You'll find . . . yes, another hidden passage!



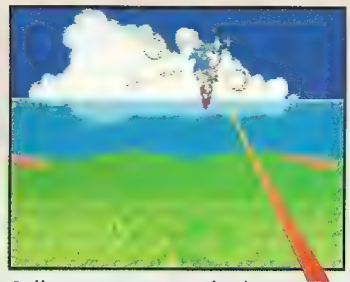
Exit to the left and you'll be back in the 1-Up waterfall!

To get back on the upper route, you need to backtrack to the Yellow spring at the first hidden tunnel. You can collect some Rings you missed before. Return to the 1-Up waterfall platform and on to the Diagonal spring to the right.

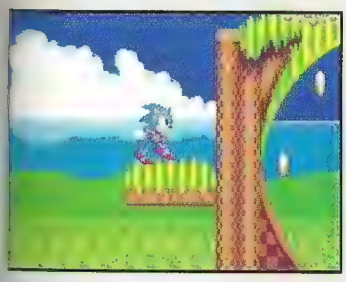
Jump from one Diagonal spring . . .



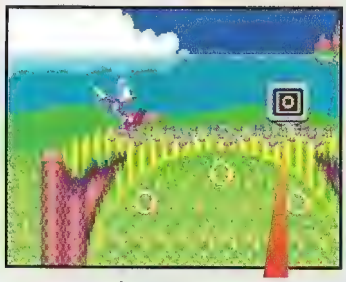
. . . to another.



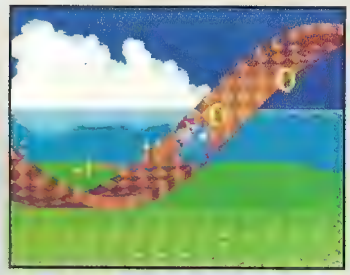
Collect some Rings high in the air.



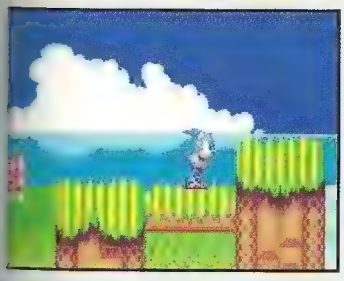
This platform will take you to the top of the loop.



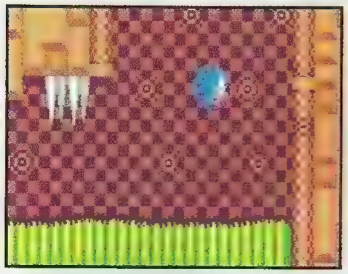
Here's another Ring bonus.



Now run through the loop and the long spiral highway, but stop just at the end of the spiral highway and double back on the lower route.

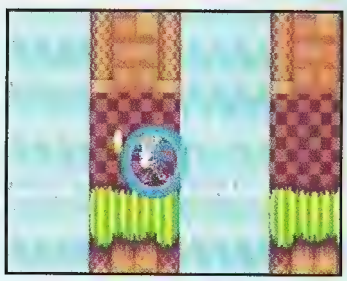


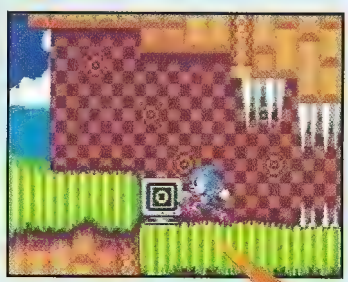
When you get to this platform, stand on it and fall.



Walk carefully to the Right and jump high into the wall.

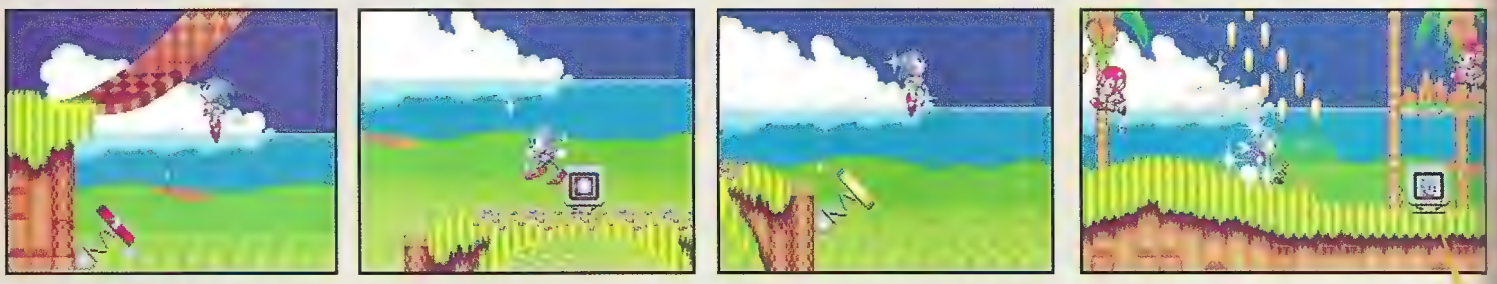
You guessed it—another hidden passage!



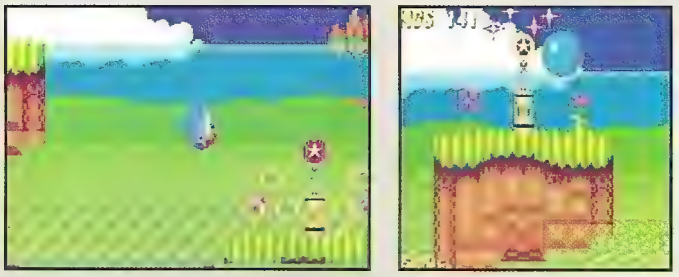


With your new Shield, head back to the left and pick up more Rings along the way. Just past the Ring bonus, jump up and head back to the right.

At the top of the ramp is an Invincibility bonus.

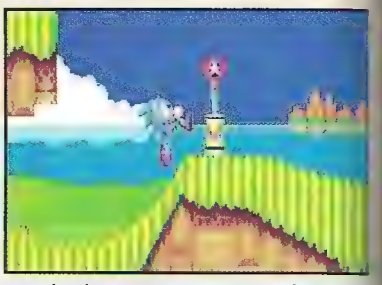


After collecting the Invincibility bonus, jump across to this Diagonal Red spring. Don't touch the D-pad as you fly through the air. You'll automatically hit the Yellow spring, bouncing off it to reach a high ledge with Coconuts, lots of Rings, and a 1-Up! Do this quickly, while you're still invincible. If you want, you can stop on the top of the loop to collect the Shield, then try to get past the Coconuts.



After adding another Sonic to your collection, jump to the right to find a Starpost. Don't use it yet, though!

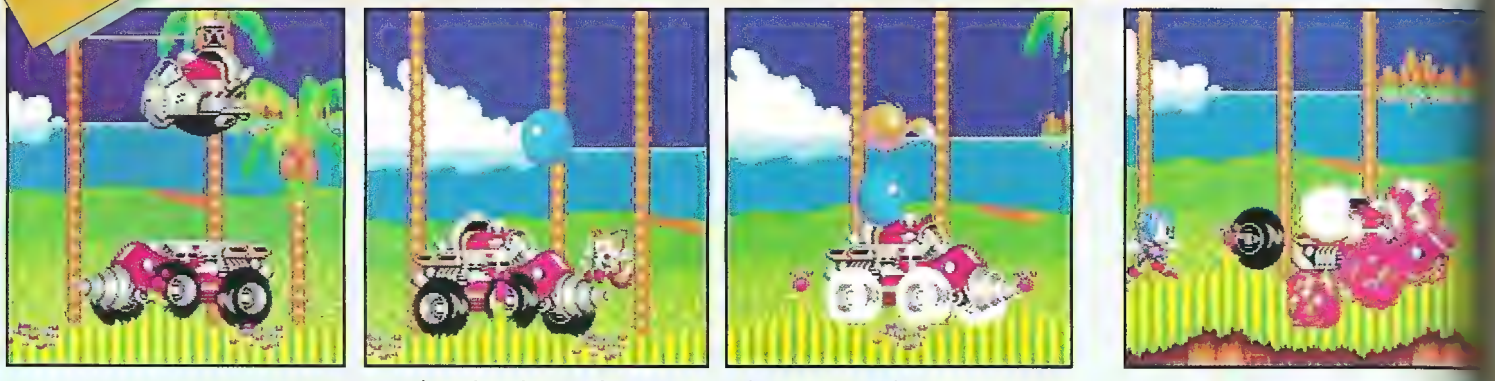
Return to the first Starpost (above the first loop) and enter the Special Zone. Keep using the Starposts in order and collecting four Sonics each time through (200 Rings and two 1-Ups). There are five Starposts in the Act, so if you're perfect, you can gain 24 extra Sonics and five Emeralds!



On the lower route again, there's a Starpost just before the end. Get ready for Robotnik. He's coming!

This composite image shows both 1-Ups and several secret areas. Did you find them all?

Robotnik and His Mecknocart



Here comes Robotnik in his Mecknocart. Just don't get run down. Spin-attack him a few times and he'll be running for cover . . . and you'll be running for the Chemical Plant.

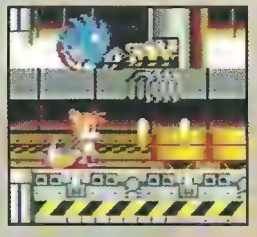
CHEMICAL PLANT ZONE

GOALS FOR THIS ZONE

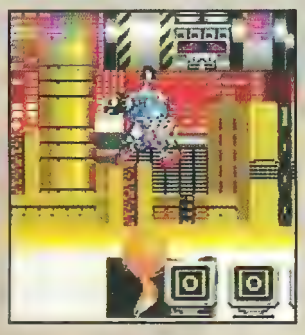
You made it to the Chemical Plant. This is where ol' Doc Robotnik is trying to cook up some nasty toxic waste. You can help me foil his plan, though. Just be careful. There are lots of nasty tricks and traps here. And try not to fall in the nasty purple pollution at the bottom. It sticks to my cobalt blue quills.

NEW ENEMIES

Spiny
Spinies are everywhere in the Chemical Plant Zone. Spin-attack them when they're not spitting.

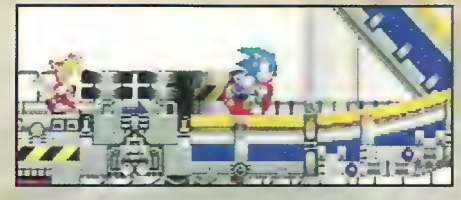


Grabber
Grabbers will catch you and suck the Rings right out of you. Spin-attack them from above for the best results.

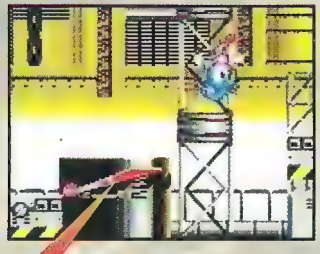


Sometimes Tails can help.

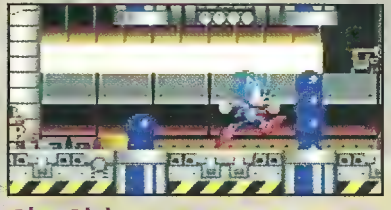
NEW PLACES



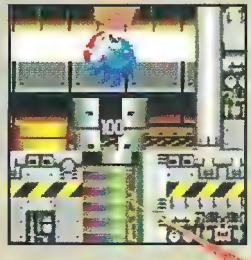
Spinners
Spinners give you instant speed.

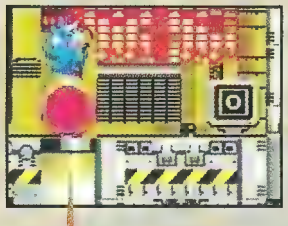


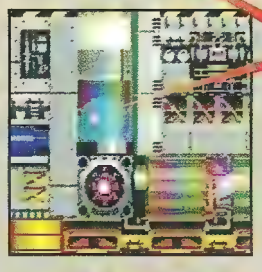
Red Lever Springs
Red lever springs are weak. Jump off the end to get the most distance.



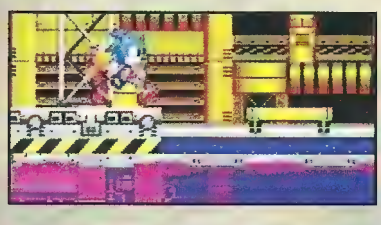
Blue Blobs
Just don't get hit by the blue blobs.





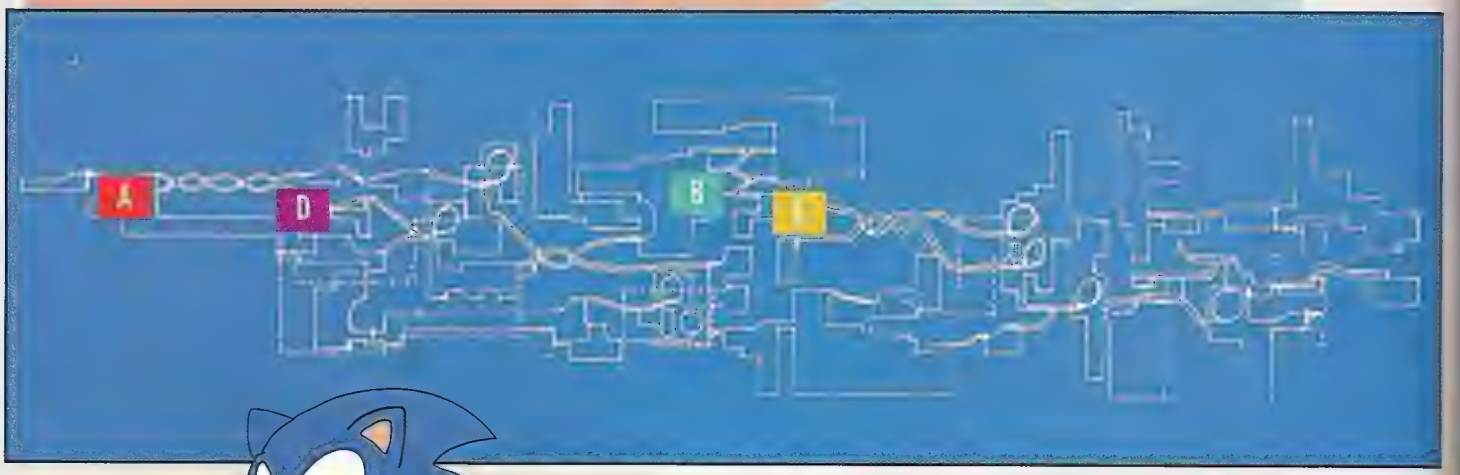


Tubes
Tubes take you from one place to another. Sometimes you can choose different destinations.



Purple Pollution
Purple pollution threatens to flood the Chemical Plant. Ride the rail platforms over it.

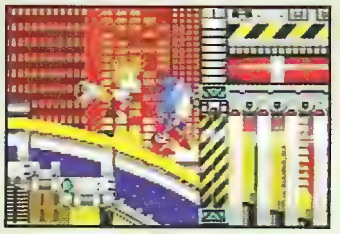
CHEMICAL PLANT ZONE 1 ACT



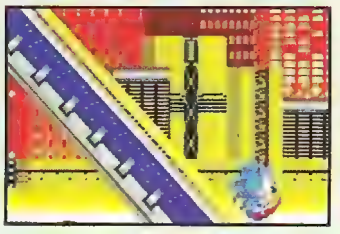
Chemical Plant Act 1 can be very confusing. There are a lot of ways to go and lots of rewards as well. Choose a route or come back and try different ones. You never know what you'll find.

A Hidden Stash Trick

Near the beginning you'll find a Ring bonus.



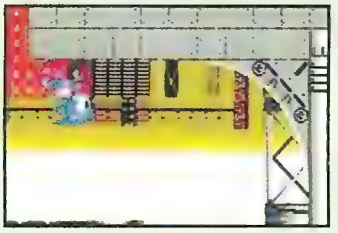
Take the lower path and . . .



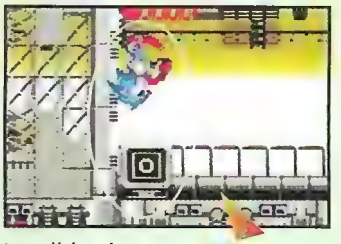
. . . get up speed as you spin down.

Dash through a big loop.

Bounce off the Red spring.

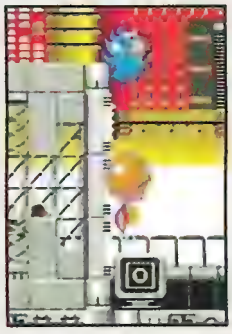


Push UP on the D-pad before you get here.

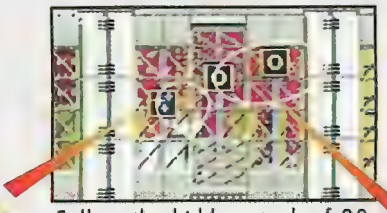


You'll land on top of the Ring bonus.

CONTINUED



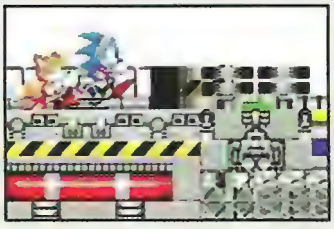
Jump up over the wall to the left.



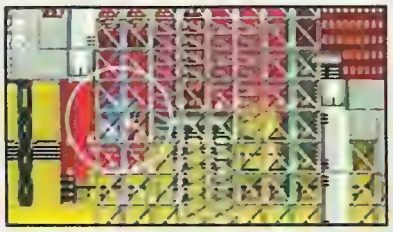
Collect the hidden stash of 20 Rings and an Invincibility.

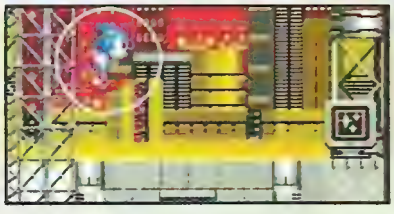
B Secret Stash Trick

Run back to the right and jump over the Red spring. Run into the spinner, but don't push too hard. When you hit the ramp, push hard to the right. If your speed is just right, you'll clear the ceiling above and make it onto a high ledge to collect your reward.

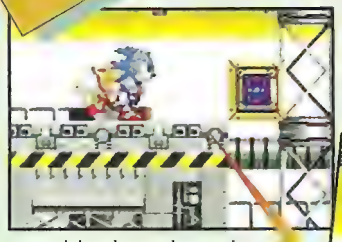


After getting the secret stash, you can keep going right for a shortcut, or double back left to the tube just before the hidden stash. This is the long route.

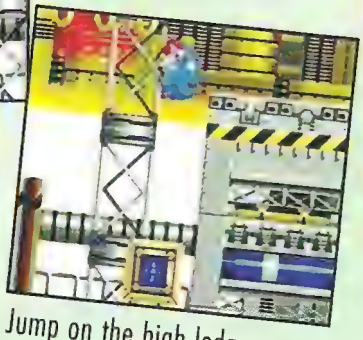




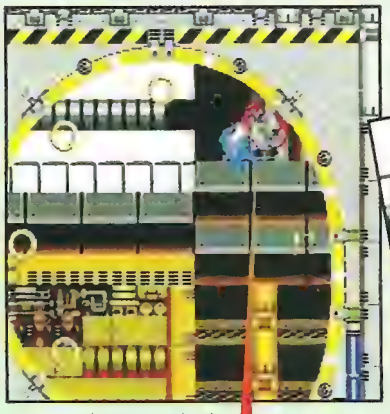
C Shortcut



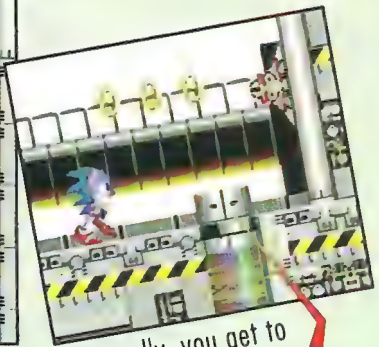
Head back to the right after the secret stash.



Jump on the high ledge.

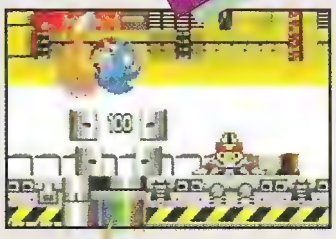


You might get a little loopy here.

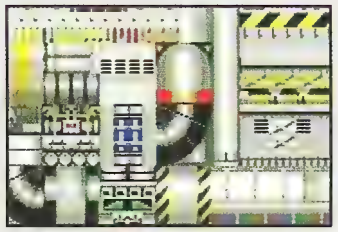


Eventually, you get to this tube and rejoin the long route.

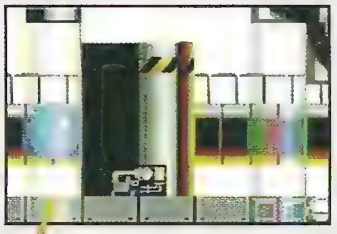
D Long Route



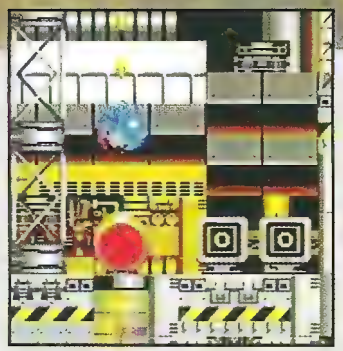
Run back to the left, to the first tube.



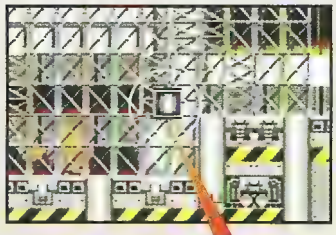
Push RIGHT on the D-pad to choose the tube you want.



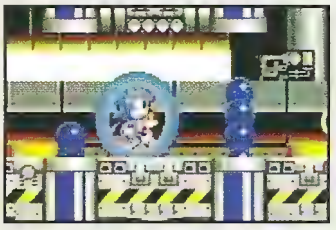
You want to be in the left tube . . .



. . . so you'll come out here.



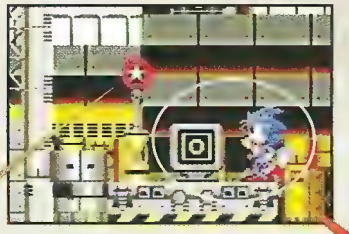
Run to the right to get the Shield.



Walk carefully through the blob doors.

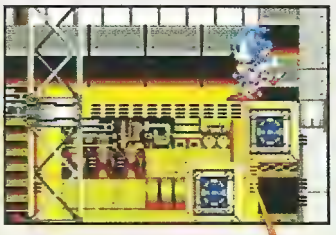
Don't get munched by the Grabber.

Run through two loops, then stop just before the second spinner.

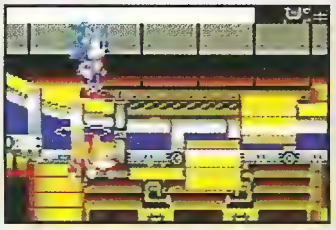


Run back to the left to find the Starpost and a Ring bonus.

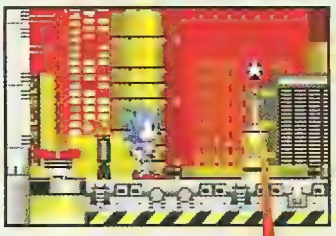
If you take the tube here, you'll eventually end up on the main route again at the accordion platforms. Otherwise, run back to the right and jump over the spinner.



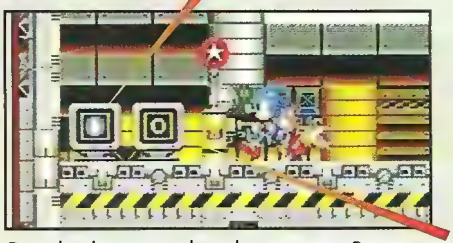
Ride up the accordion platform.



Keep going up and to the right until you reach the rotating ledge.

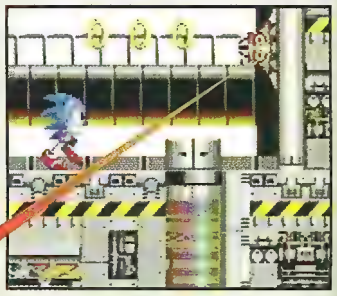


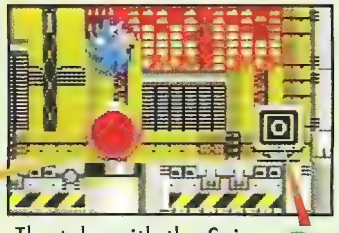
If you stay on the upper path you'll find a Starpost.



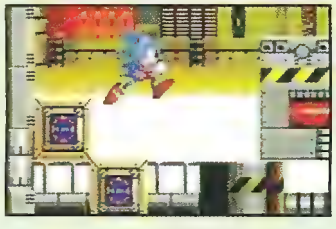
But the lower path is better—a Starpost, 10 Rings, and a Shield await you.

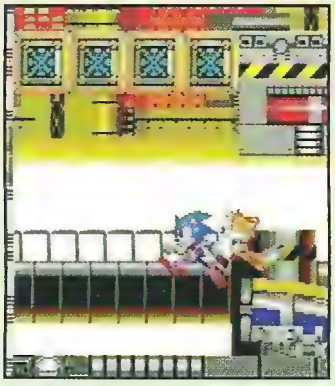
This is where the shortcut and the long route meet. You can recognize this tube by the single Spiny on the wall.

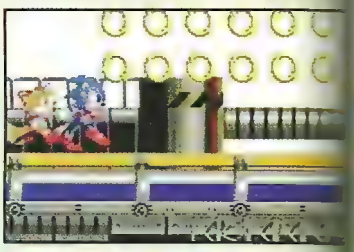


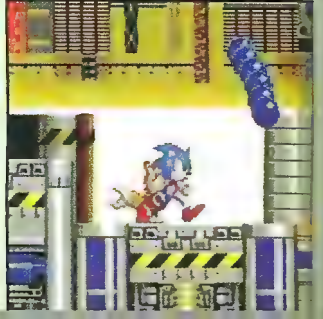


The tube with the Spiny on the wall ends here.



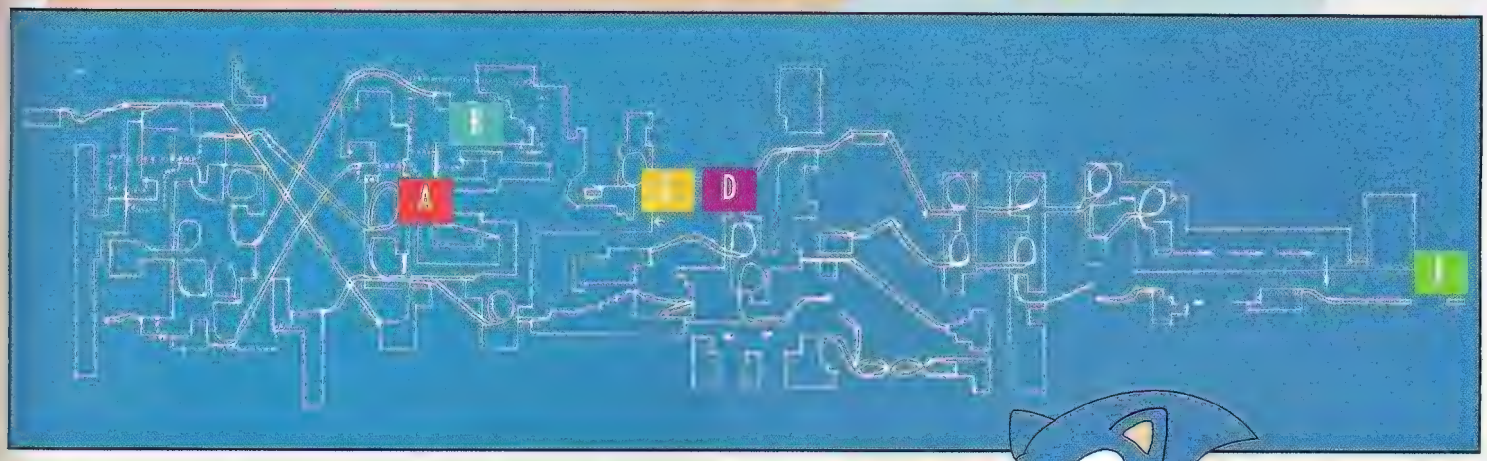






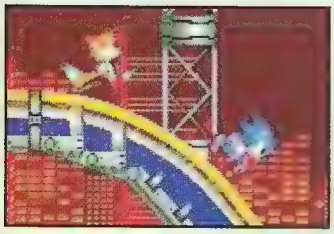
Run down the accordion platform, then run right. Double back and the platform will be back up. Now you can drop down to collect some extra Rings, then head right, past blue blob doors, and on to the end.

CHEMICAL PLANT ZONE 2 ACT



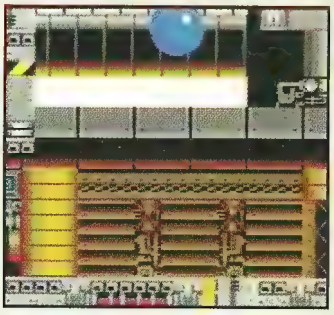
There's an easy route and a hard one. I recommend you take the easy way in Chemical Plant Act 2. But if you're the adventurous type, go for the whole nasty experience Robotnik has prepared for you.

A Getting Started

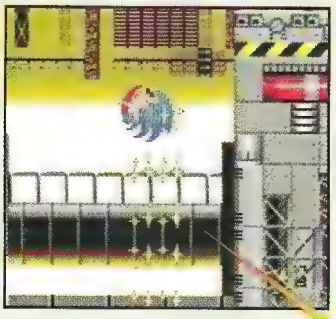


Run down the steep slope at the beginning.

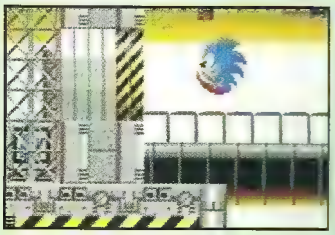
Spin hard to get up speed . . .



. . . as you spin down.

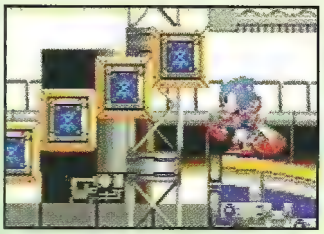


You'll fly high in the air and collect Rings.

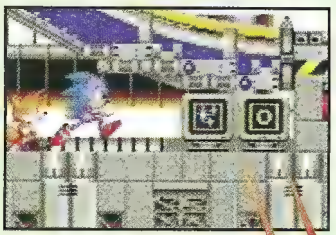


Pull to the left to find a hidden 1-Up.

Drop down, run right, and carefully climb the accordion stairs.

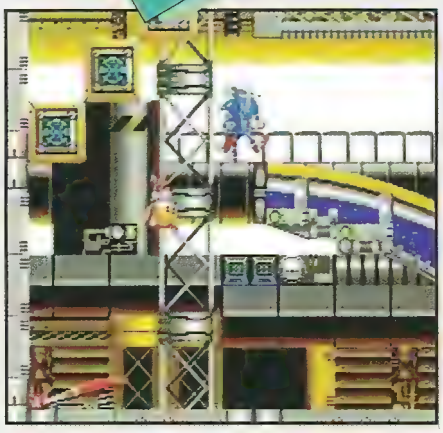


Step on the next accordion stair, then step back.

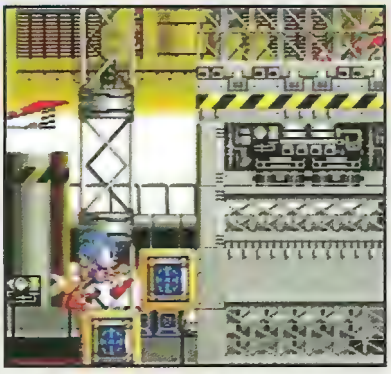


Drop down to find a Ring bonus and an Invincibility.

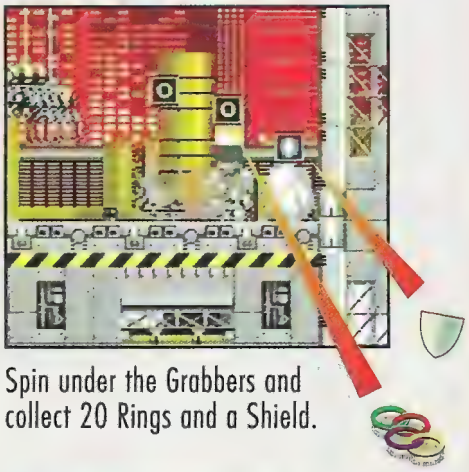
B More Power Items



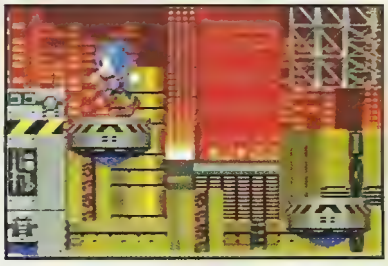
To bounce back out, hit the spring as far to the right as you can.



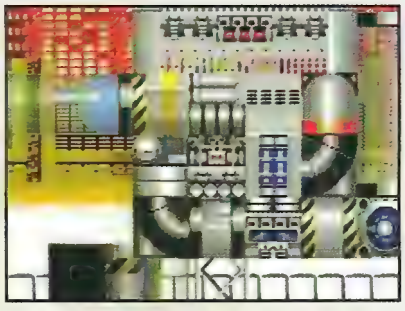
Now climb the accordion platform and head right.



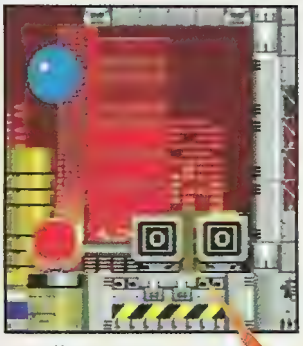
Spin under the Grabbers and collect 20 Rings and a Shield.



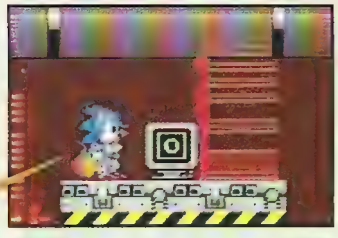
Ride the floating platforms to the left.



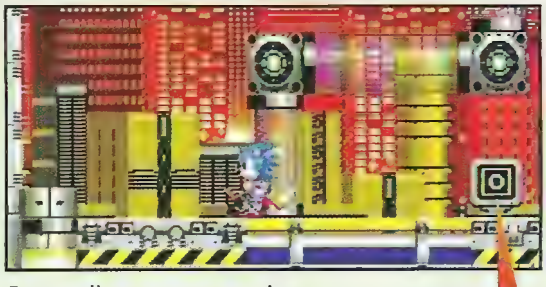
Enter the tube and push right at the intersection.



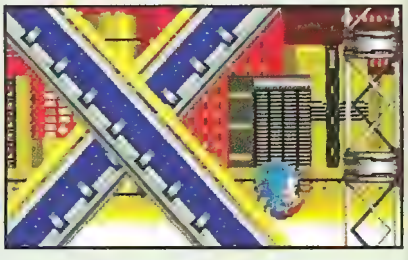
You'll come out next to 20 Rings.



Run left, through the spinner, but pull back and return to get the Ring bonus. Below here is a Starpost.



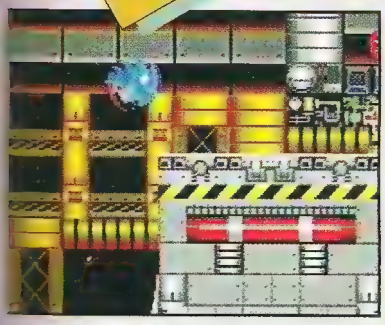
Eventually you come to this tube (and Ring bonus). Go through the tube.



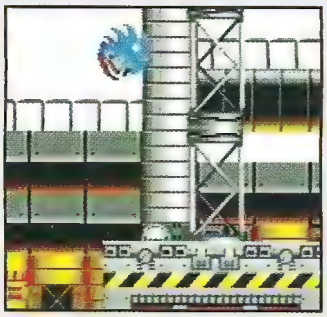
Run right from the tube exit and pick up lots of speed if you want to take the shortcut. Otherwise, stay on the lower path to take the long route.

From here, you can start a long, hard route to meet Robotnik, or you can take a shortcut!

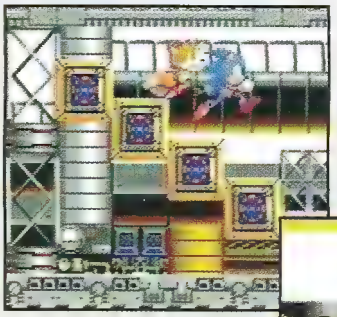
Shortcut



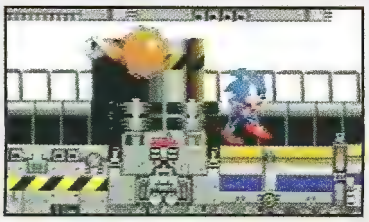
- t the ramp at full velocity and . . .



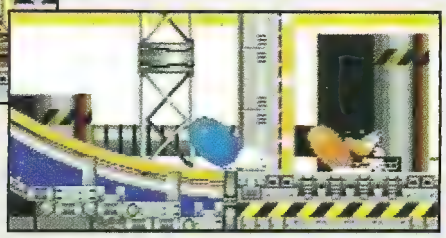
. . . fly to the upper ledge.



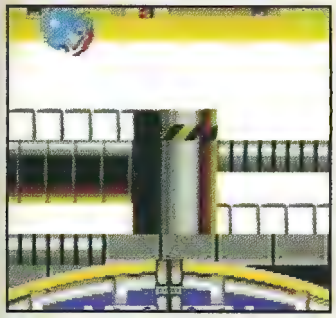
Get past this tricky accordion platform.



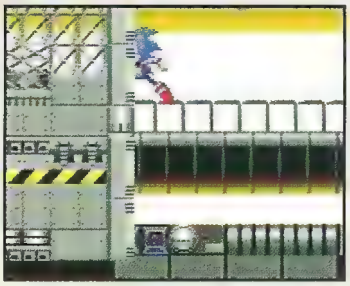
Jump over the spinner.



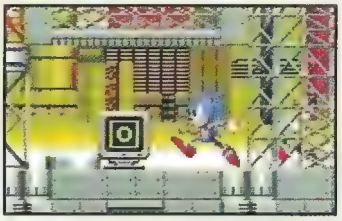
Stop near the loop and use the Super Speed Dash to get going back to the left.



Jump at the top of the curve to find . . .

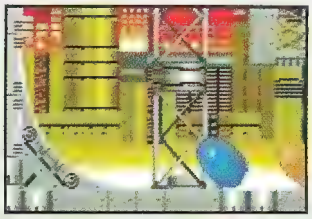


. . . a secret entrance.



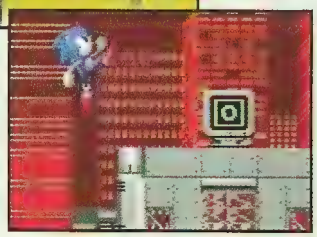
BONUS

Run to the left and find a Ring bonus.



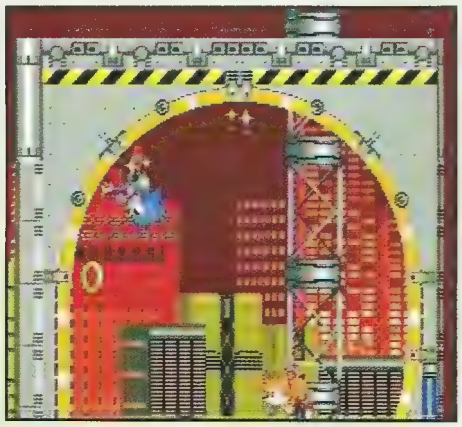
You'll need some speed here to get to . . .

. . . this Starpost.

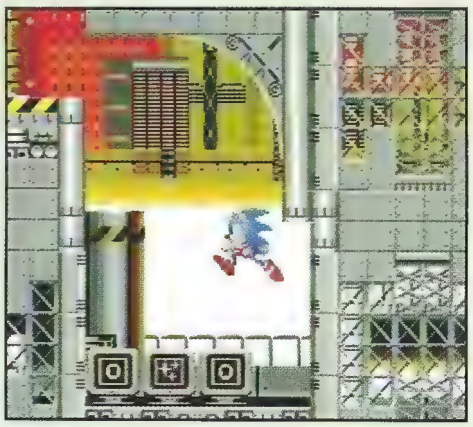


Go right, through a loop, and find this Ring bonus.

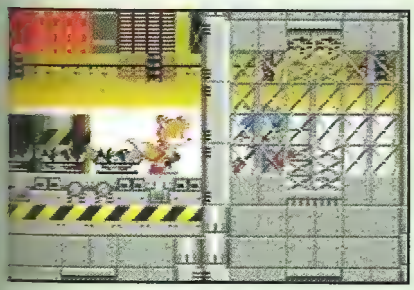
BONUS



This big loop is one of four you'll zoom through.

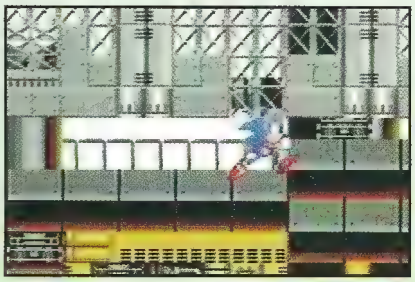


You'll end up with all of these power-ups.



From here, run to the right. You're almost there.

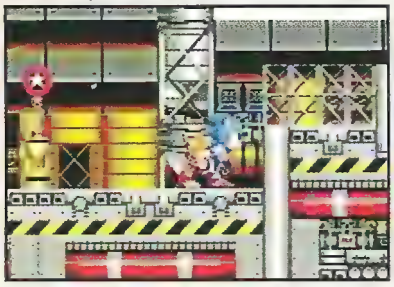
Find the gap in the floor and drop down.



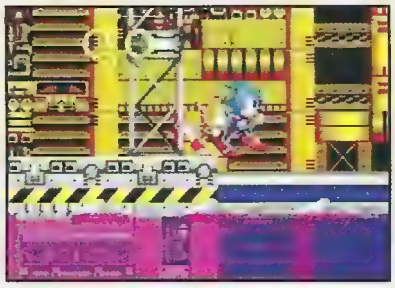
From here, run right again—right to Robotnik, that is.

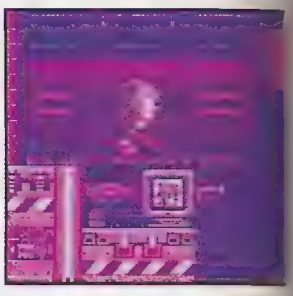
D Long Route

Below the tricky accordion platform of the shortcut is the beginning of the long route, which starts next to a Starpost.

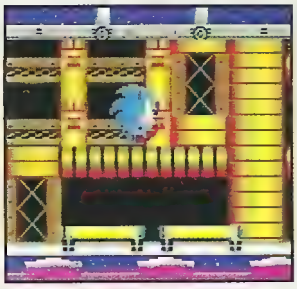


Run to the right from the Starpost.

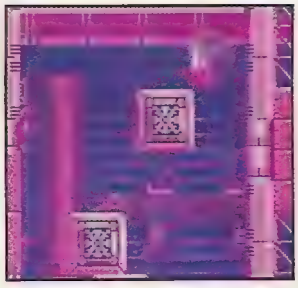




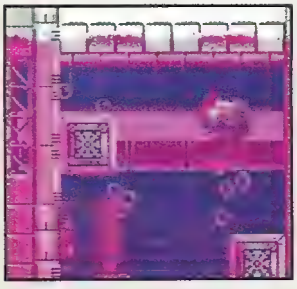
After a Ring bonus, a one-way door, and an accordion platform, you'll come to the polluted water in the factory. Jump down to the lever spring and then jump to the right across two gaps. You'll find a hidden 1-Up there. Now jump back to the lever spring and take the rail platform across.



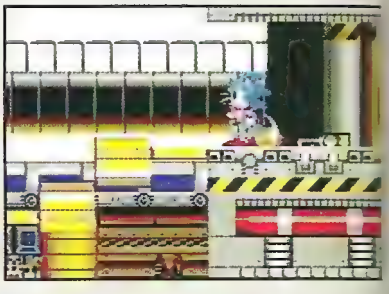
Ride across the purple pollution, jumping from one platform to another.



Jump up when you reach the accordions.

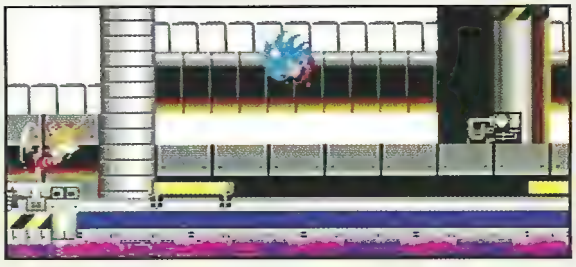


Then jump side to side to make it to the top.

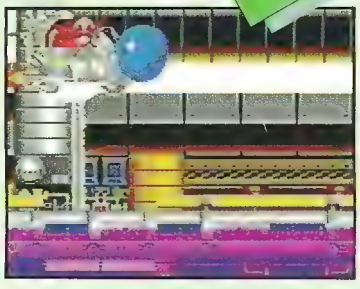


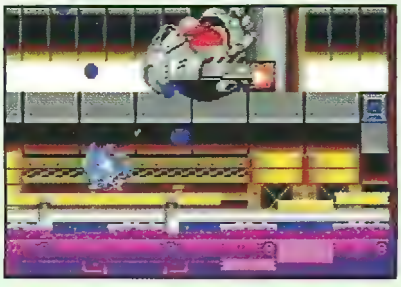
Head left, but watch out for the rotating ledge. You can walk on the yellow side.

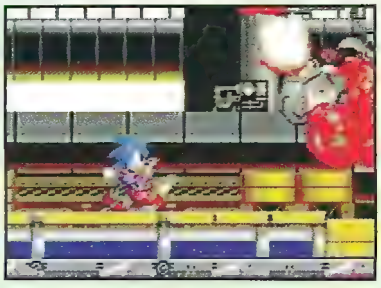
At the second rail platform, jump across. It's safer than riding. Now run to the right to reach Robotnik.

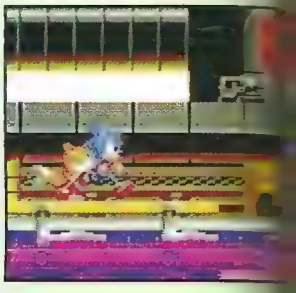


E Robotnik









Stand in the middle and hit Robotnik while he fills his evil container. Avoid the goop he drops on you, or duck and it won't hurt you. Soon Robotnik will run away.

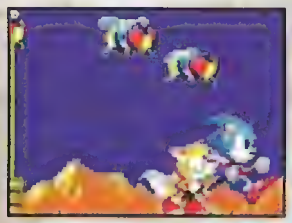
AQUATIC RUINS ZONE

GOALS FOR THIS ZONE

THE AQUATIC RUINS are an old place with secrets to hide and many paths.

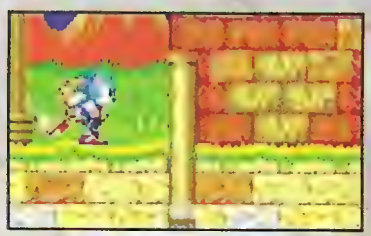
I can help you find your way, though. You'll need to be very clever to find everything here, but you can have fun trying.

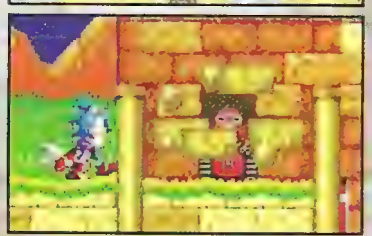
NEW ENEMIES



Whisps
Whisps look pretty harmless, right? Wrong. Whisps home in on you, so get them first!

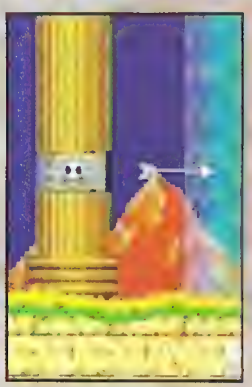
Chop Chop
Chop Chop would like to make hedgehog chop suey out of you. Don't let him.



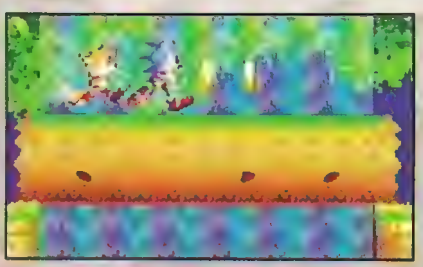


Grounder
Grounder patrols the Aquatic Ruins. Sometimes he hides in the walls, but he's out quickly when you approach. So beware. Fortunately, Grounder is easily dealt with. A Spin Attack is all you'll need.

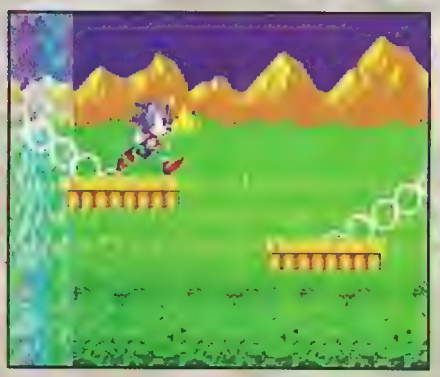
NEW PLACES



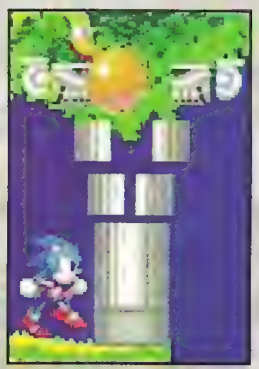
Arrow Columns
These columns are sharp. Stay out of the way of their arrows.



Logs
Logs often have Rings on top—and inside too!

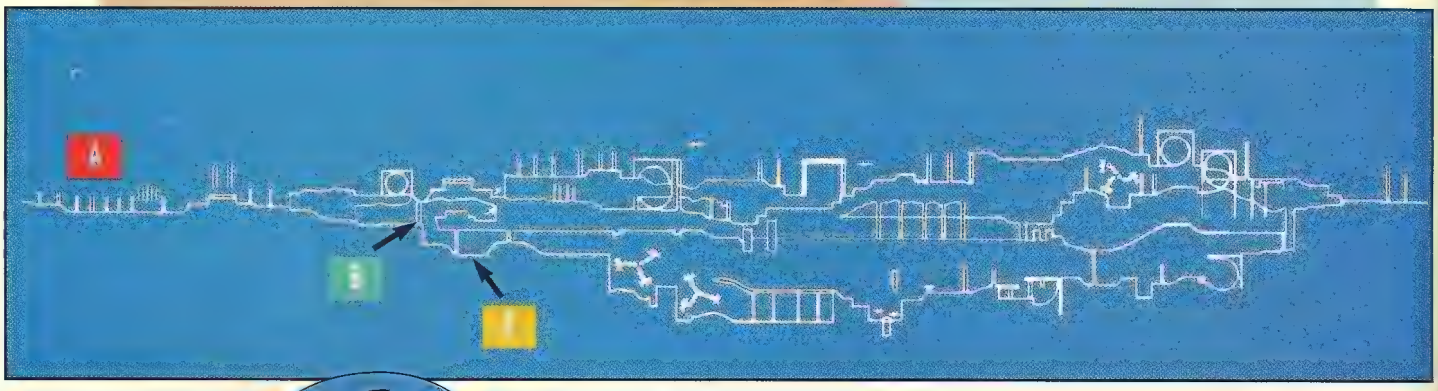


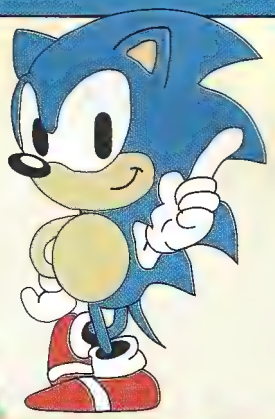
Swings
Swings can get you from here to there.



Breakaway Columns
Watch while Tails shows you how to remove these old columns.

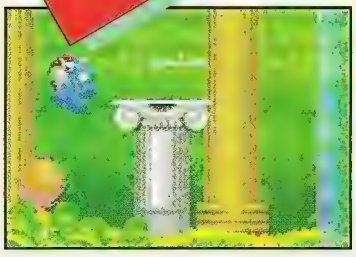
AQUATIC RUINS ZONE 1 ACT



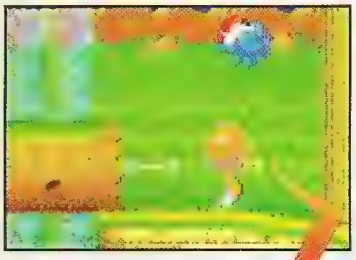


There are many ways through the ruins, so you'll have to make your mind up which way to go. Either way you choose—the upper, lower, or middle route—there's plenty of excitement!

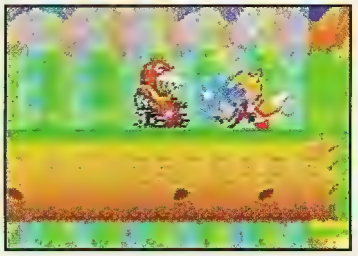
A Upper Route



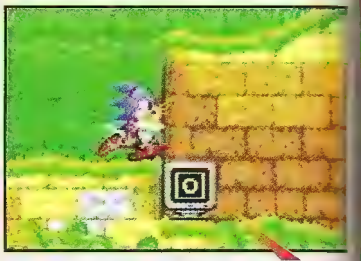
Wait for the arrow to fly by before you jump up to break the column.



Run through the log to get Rings. Jump quickly to avoid the arrows.

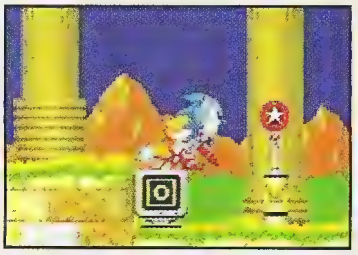


Now take care of Grounder.

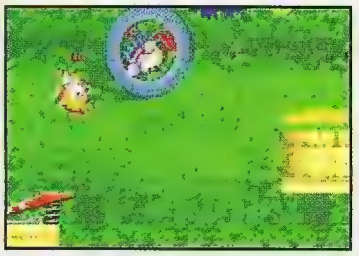


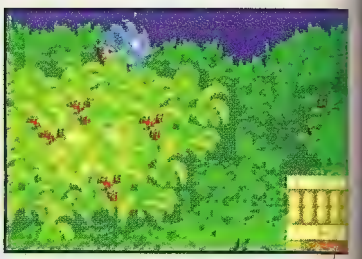
Get these Rings and stay on the upper route.

Stay on the upper path and you'll eventually come to this Shield.

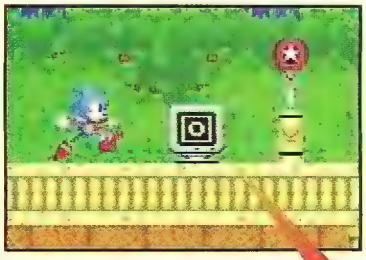


From here you can go on the middle path or . . .



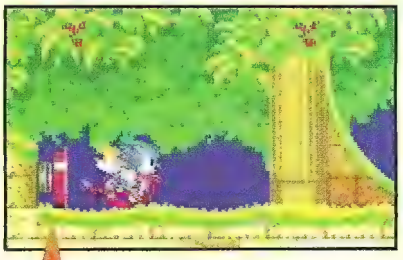


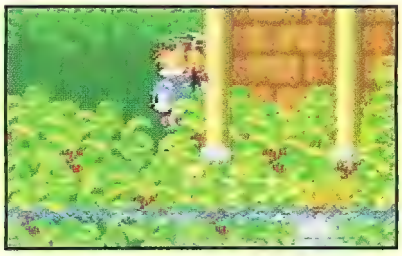
. . . backtrack and stay on the upper path. Bounce a few times on the spring until the platform is close. There's a hidden ledge in the bushes to the right.



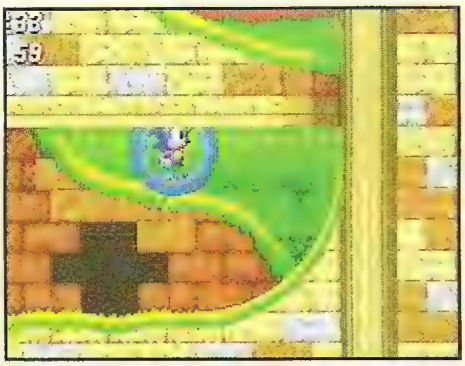
Just ahead you'll find a Ring bonus and a Starpost.

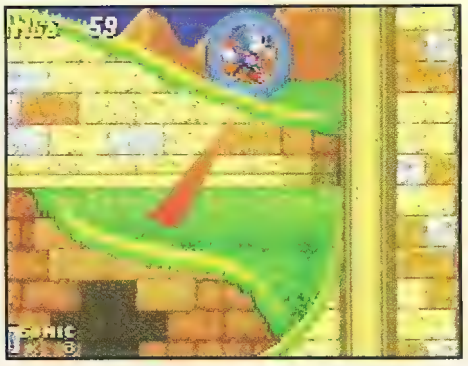
BONUS





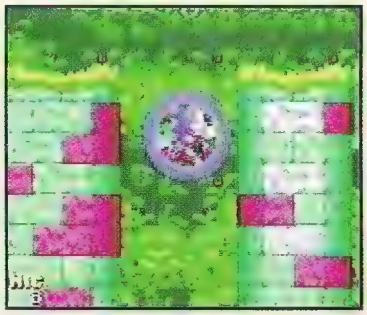
This Red spring is very near the end. But you can backtrack to the middle and lower paths if you want to get the most out of this Act.



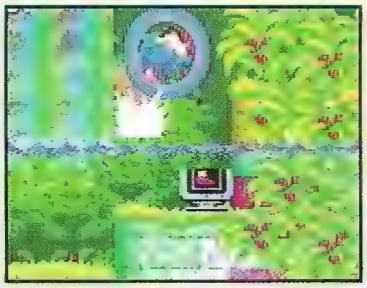


The upper and middle paths intersect several times. You can switch paths in the complex loops if you jump from the lower path to the upper at just the right spot.

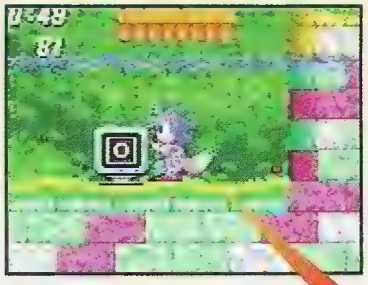
B Middle Route



Soon after you start down this path, you can drop down to the lower route or . . .

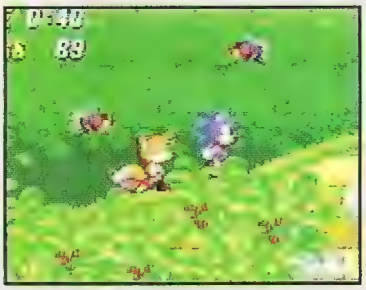


. . . stay on the middle path and find Power Sneakers ahead.



Look under the rotating platforms for a Ring bonus.

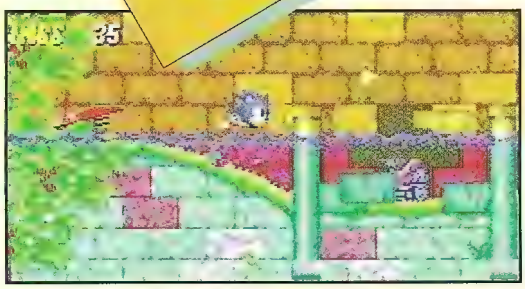
BONUS



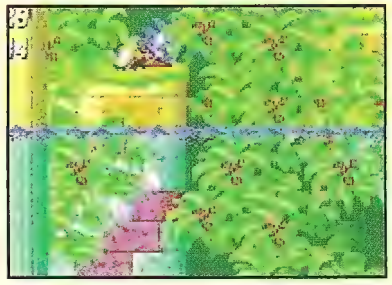
As you come back out of the water, you may be attacked by killer Whisps.

Before you hit the Red spring, get rid of Grounder or you'll be sorry.

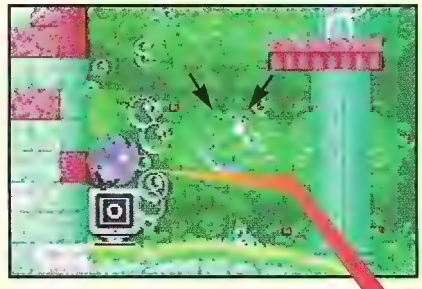
Lower Route



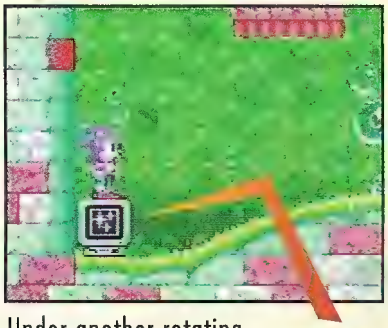
As you begin the lower route, look out for Grounder. If you hit the spring just right, you can fly over him.



Drop down here to start the real lower path.

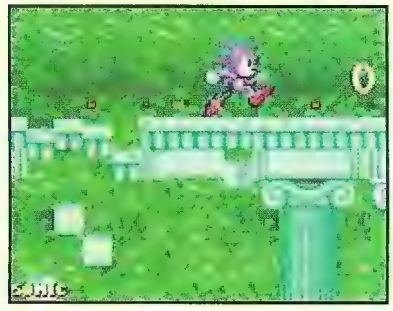


These Rings are helpful, but the bubbles are even more important.



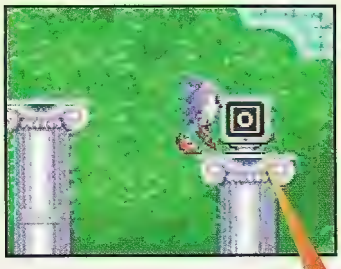
Under another rotating platform is an Invincibility bonus and another bubble.

Up ahead you'll find still another Ring bonus.

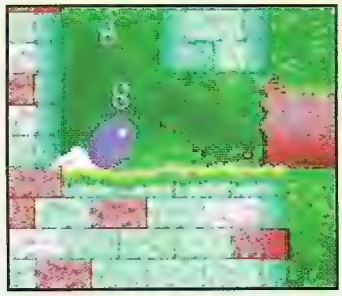


Over the rotating platforms and across this rotten, breakaway bridge . . .

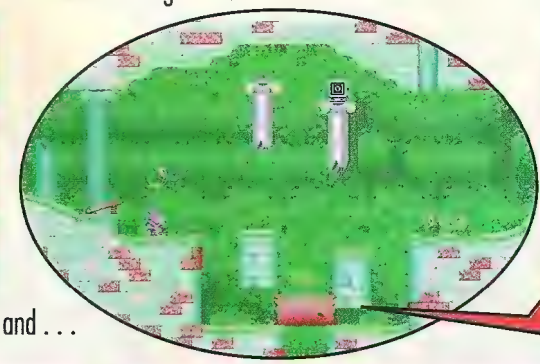
. . . jump off this spring



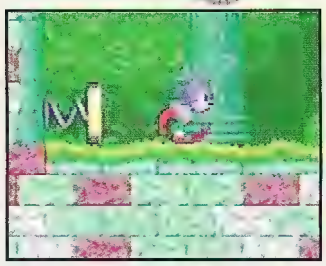
. . . to get these high Rings.

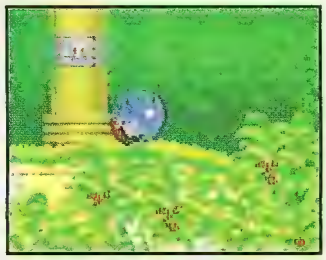


Use Speed Dash to get into this log and . . .



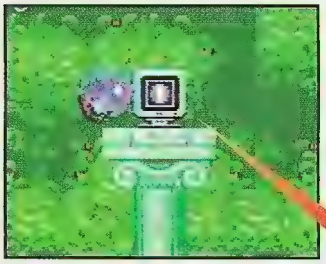
. . . you'll be rewarded with an extra Sonic.



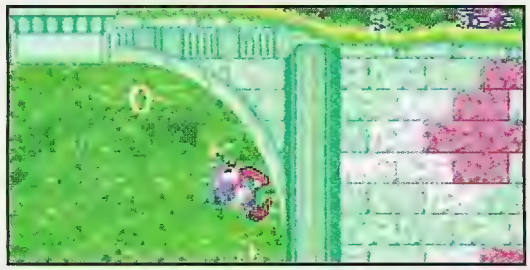


This spring can take you to the middle path or . . .

. . . just spin up the ramp and stay below.

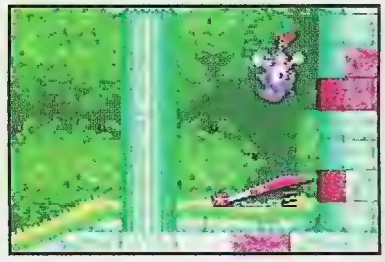


Need a Shield? Here's one on this column.

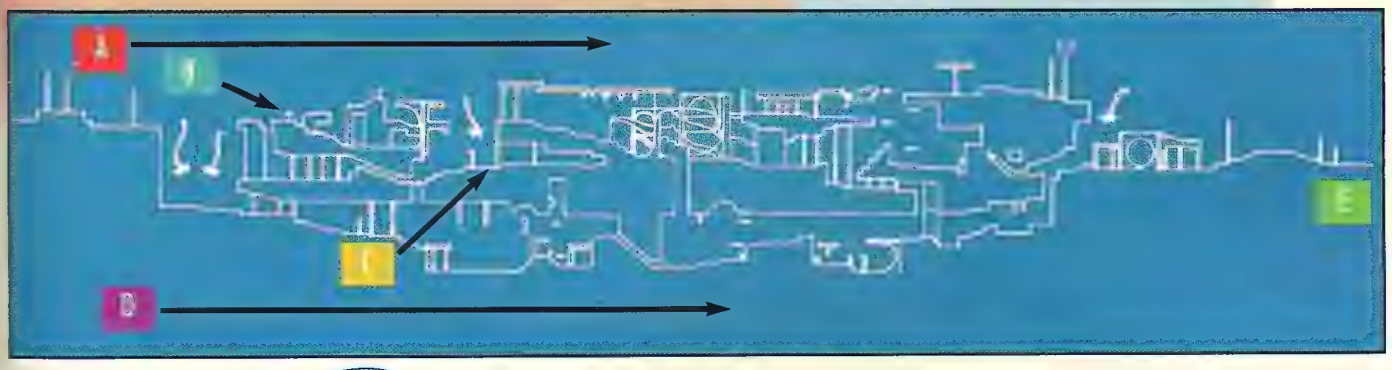


This tight loop takes you back the way you came.

Use this spring to get to the upper path near the end of the Act.

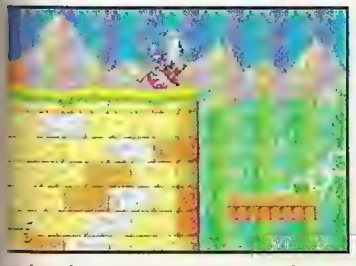


AQUATIC RUINS ZONE 2 ACT

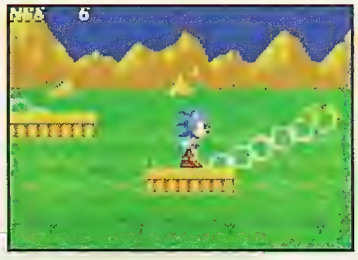


Act 2 of the Aquatic Ruins is loaded with secrets. You may want to visit here again and again just to see if you've missed something. There are several pathways through to the end. You can choose any of them or switch from one to the other. It's up to you.

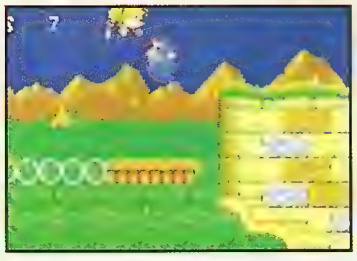
A Upper Route



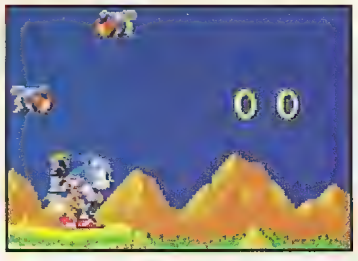
Take the swing to stay on the upper paths. Or drop down to a lower path. Your first choice!



Jump from one swing to the next and . . .

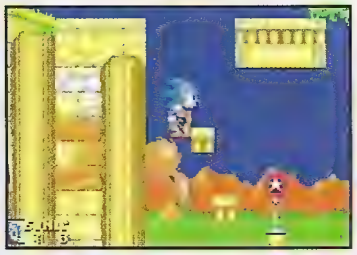


. . . jump off to the right.

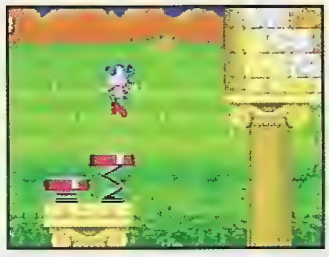


Look out for the Whisps. They'll follow you and keep attacking.

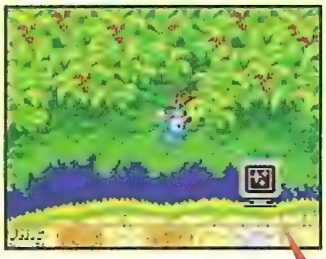
From here you can drop down to get a few extra rings, but be careful.



There's a Starpost below this breakaway platform.

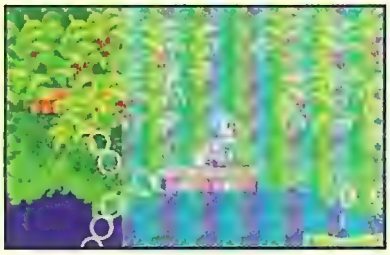


From this point, you can take the upper, middle, or lower route. Swing across to continue on the middle route. The Red springs take you to the upper path. Bounce for a hidden Invincibility high to the left! Then jump on the springs again and head right!



The Red spring takes you to this Invincibility bonus.

From the Invincibility bonus, keep running to the right.

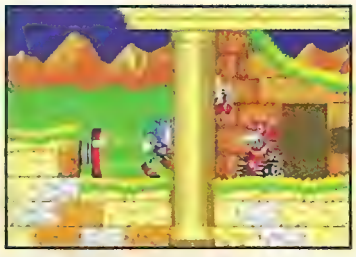


Ride this three-way rotating platform and jump off to the right.

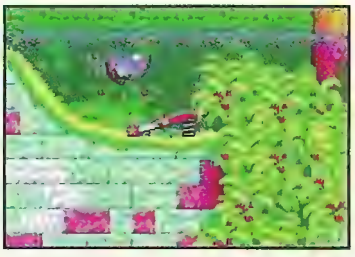
From here you'll come to the spring leading to the high 1-Up. Turn to page 99 to find out how to get there.

B Middle Route 1

Remember this swing? From here, swing across and continue to the right.

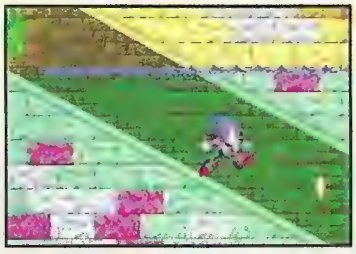


Look out for Grounder coming out of the wall. Get him first, then spring!



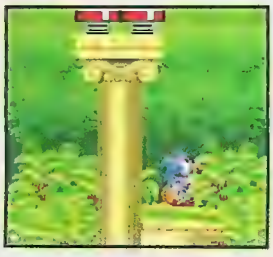
Just past this lever spring is a gap. If you drop down here, you can collect 20 Rings, but you'll end up on the lower path. Or you could use the spring to go back to an upper route.

This place is falling apart—right out from under you!

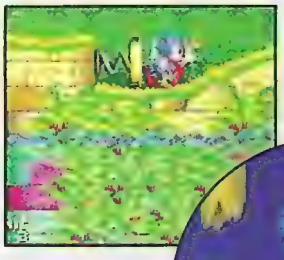


Jump over the Yellow spring and you'll enter a tunnel. Just past this tunnel is the entrance to a secret 1-Up tunnel. Turn to page 100 to find out more!

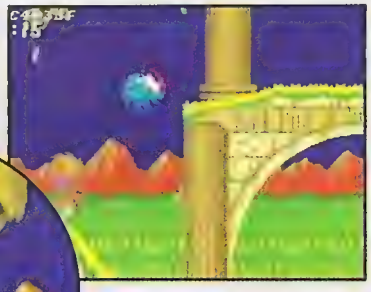
C Middle Route 2



If you keep to the path below the two Red springs, you'll start this route.



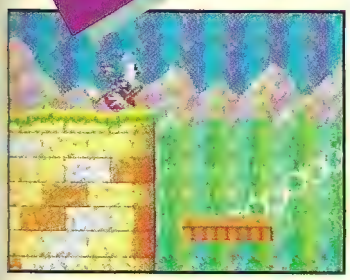
This Yellow spring can take you back up to a higher path or . . .



. . . continue to the right and jump to the top of this loop.

The next loop is strange. It's a long way to the top, but you can sometimes hang upside down on the corner. If you keep trying, you'll make it to the top.

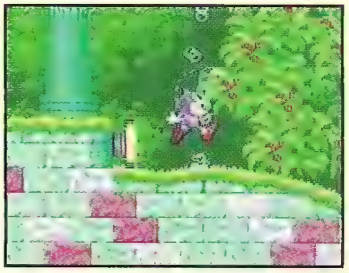
D Lower Route



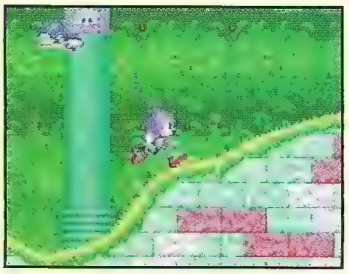
Instead of riding the swing, drop down here to start the lower route.

Directly below you'll find a Ring bonus.

BONUS

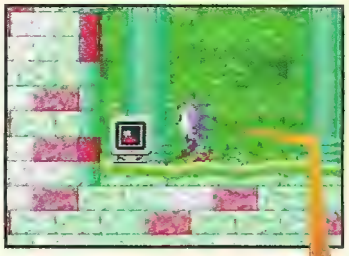


Don't forget to take a breath whenever you can!

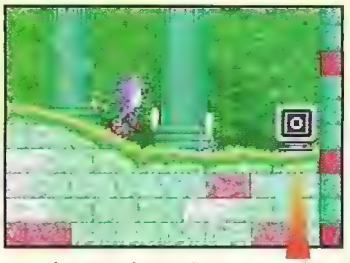


Use the Yellow springs to speed you along to the right.

Use the Red lever spring to find a hidden Invincibility bonus.

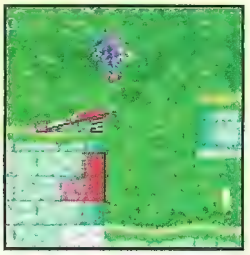


You'll also find some Power Sneakers under the spring.

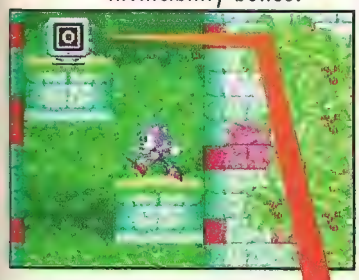


Further to the right is another Ring bonus.

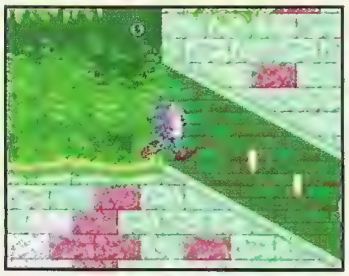
BONUS



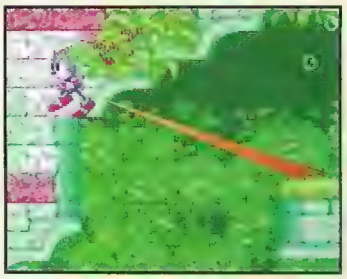
Jump off this spring . . .

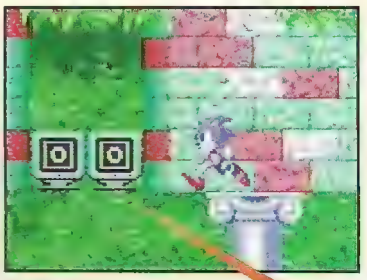


. . . to find these high Rings.



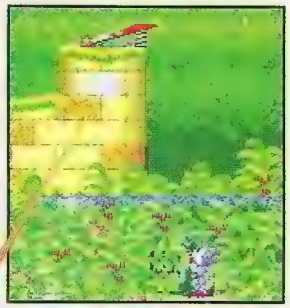
Keep going through the tunnel.





If you jump up on the platforms and then onto the bricks, you'll find some places to stand. Jump to the left, onto the column and get the 20 Rings there.

B1: Hidden Rings

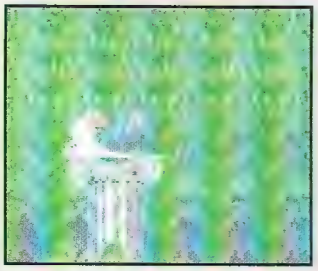


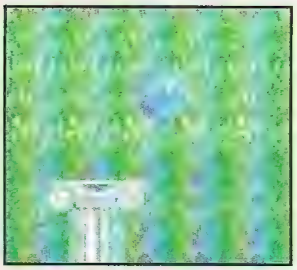
There's a Ring bonus hidden in the foliage beneath the spring (see page 99).

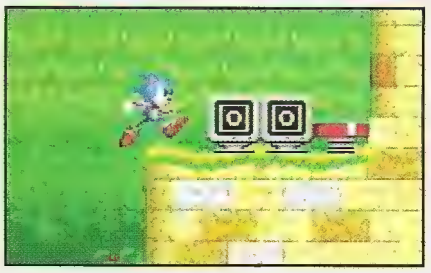
BONUS

B2: 20-Ring Trick

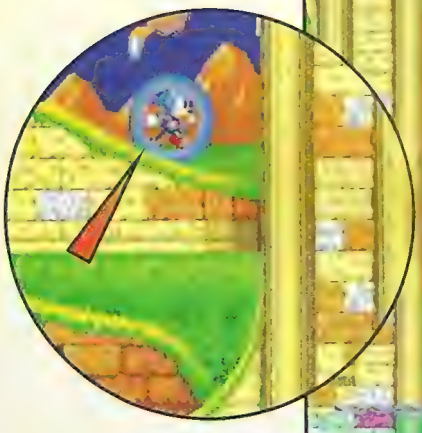
Jump from the spring to the moving platform and then to the column, using your Super Spin Dash. Very quickly jump before you leave the column and you'll sail over to the ledge with two Ring bonuses and a Red spring (see page 99).





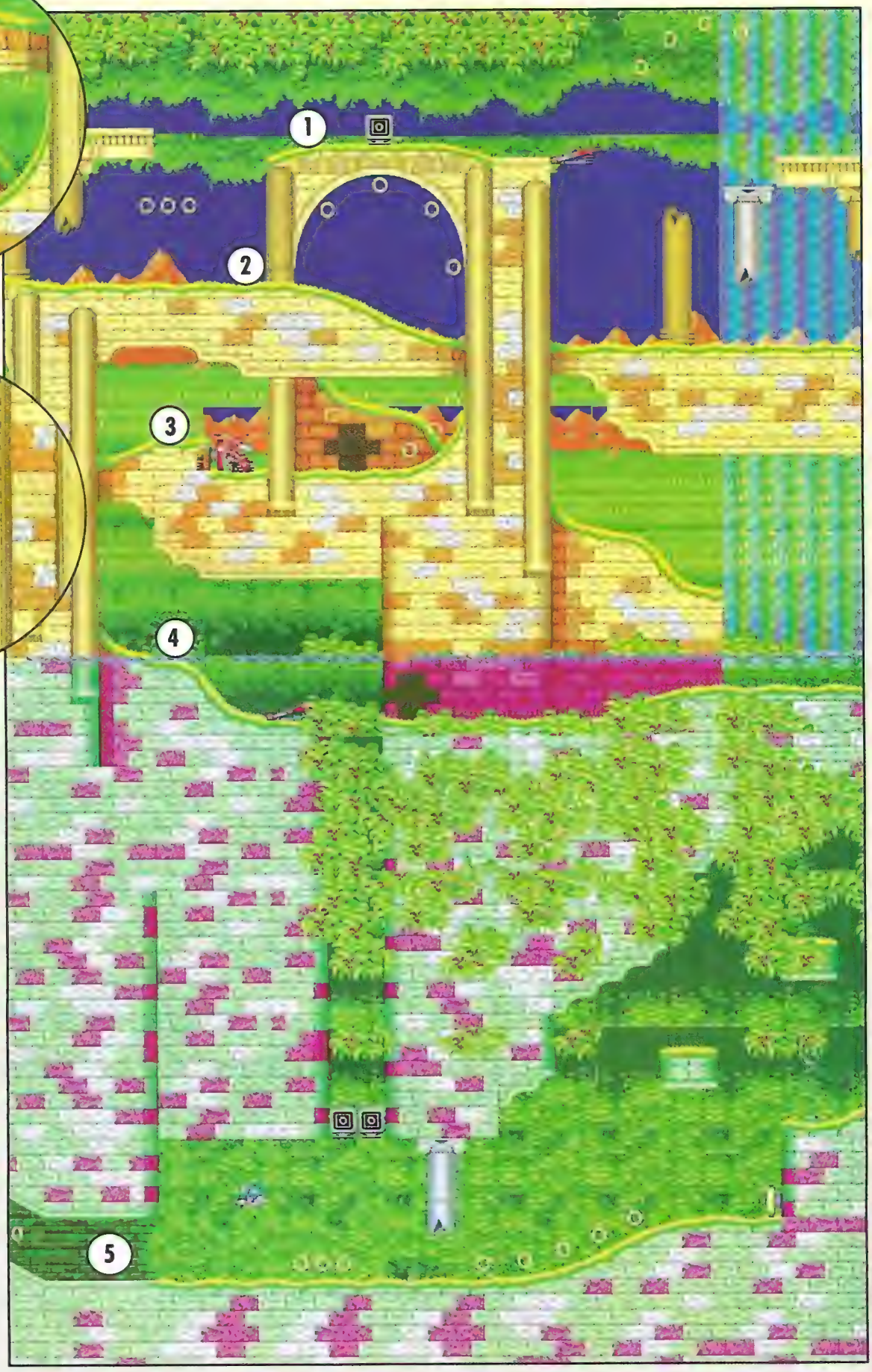


The upper and middle paths intersect several times.

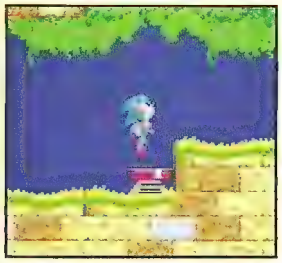


You can switch paths in the complex loops if you jump from the lower path to the upper at just the right spot.

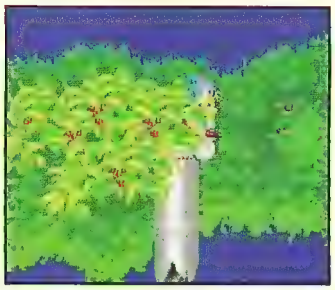
This composite picture shows five separate routes through Aquatic Ruins Zone Act 2.



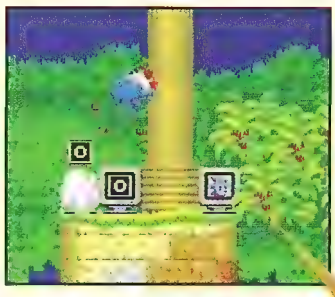
A1: High 1-Up



Jump off this spring and Sonic goes stratospheric!

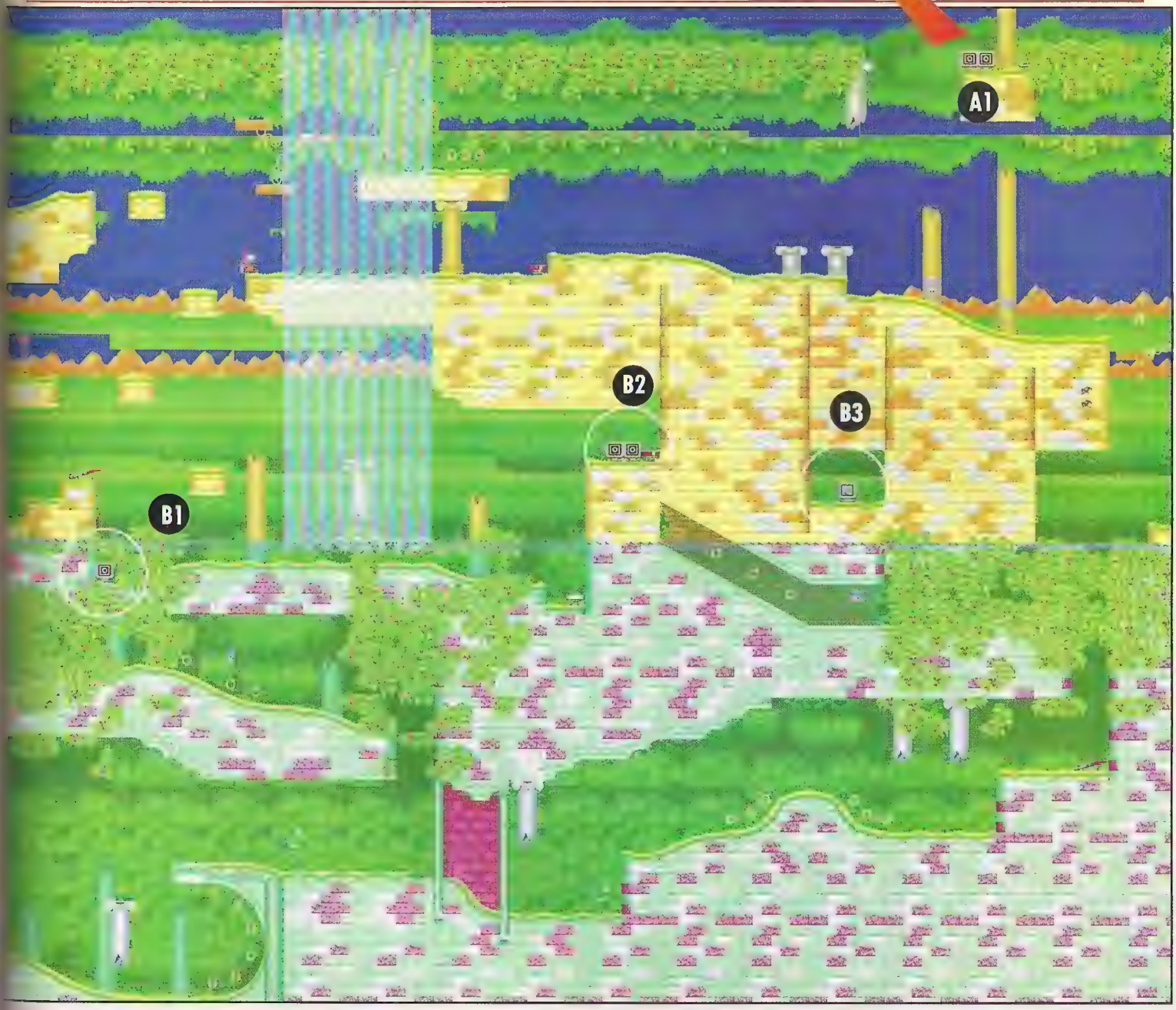


Pull back on the D-pad and try to land on this column.



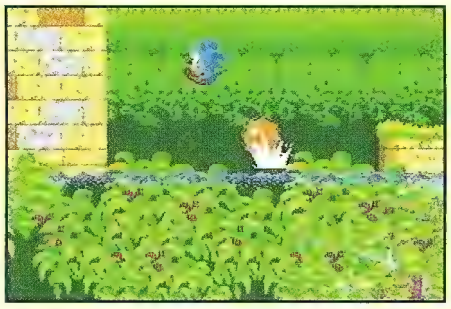
Then jump to the right to get 20 Rings and a 1-Up.

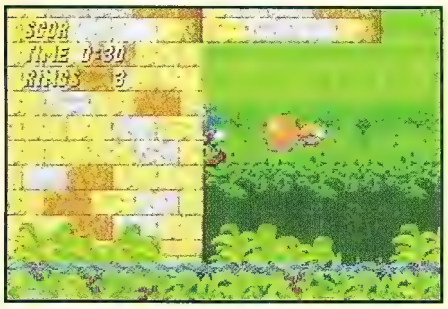
It's hard to land on the column, so you may miss a few times. To get back to the Red spring, drop down to the lower path. Run back through the tunnel to the Yellow spring, which will send you right back where you started.

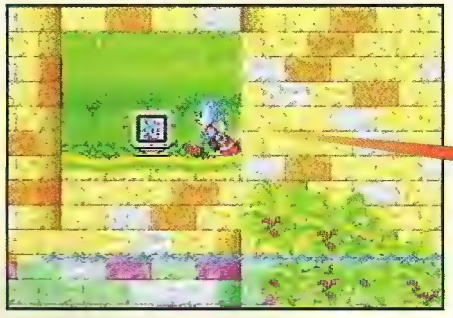


This composite image shows some of the most interesting areas of Aquatic Ruins Act 2. Use the codes to find instructions for getting the 1-Ups and other power items.

B3: Middle 1-Up

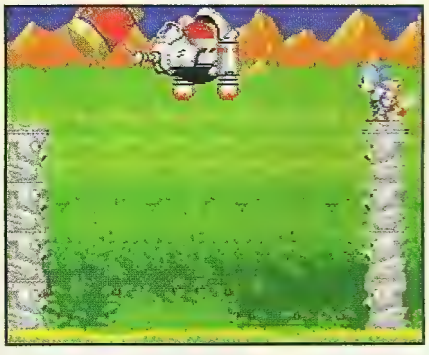


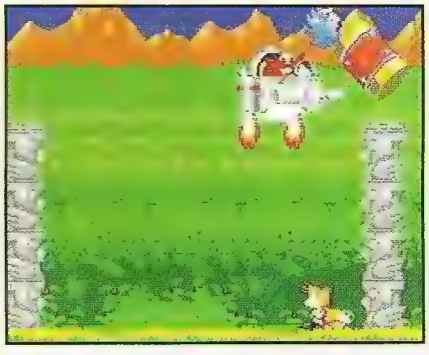




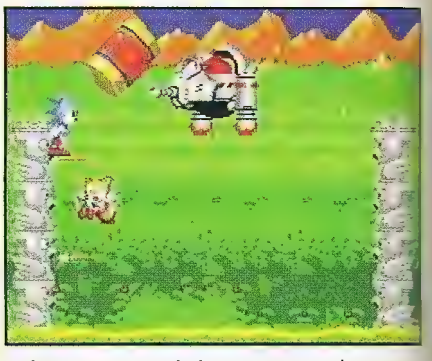
Just through the tunnel, stand on the ledge and jump to the left. You'll find a secret passage leading to a 1-Up room.

E Robotnik

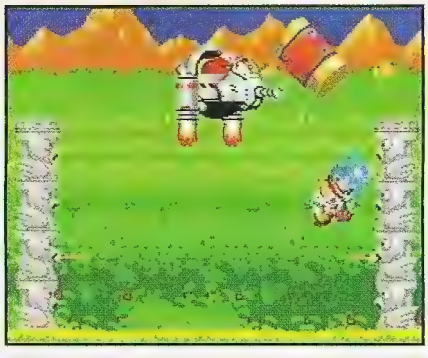


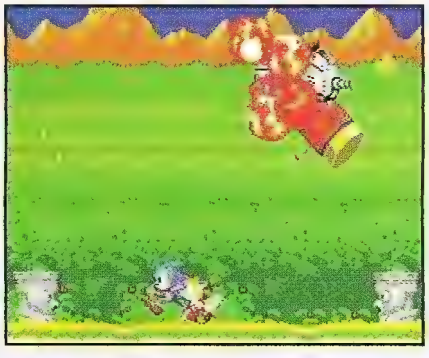


If you stand on the totem pole when it first comes from the ground, you can get Robotnik right from the start.



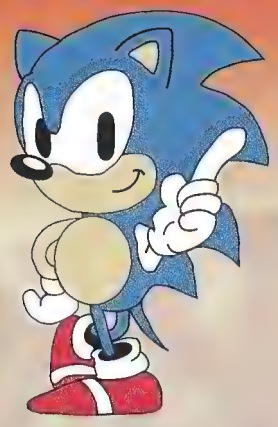
Otherwise, avoid the arrows and use them as ledges to reach Robo.





Keep hitting him and he'll eventually go down in flames. Now you can go party in Casino Night Zone.

Casino Night Zone



Goals for This Zone

Hey! Let's party. It's Casino Night Zone. This is the place for fun and for earning extra Lives. It's hard to lose a life here, though you can do it if you try. There's plenty of opportunities for you to win big. But there are also dangers and challenges ahead. So chance it! And have fun.

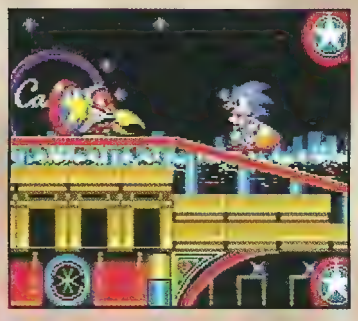
Pinball Slot Machine
The pinball slot machine is just one of the many attractions in Casino Night.

Scoring in the Slot Machine

For each 100 Rings you gain, you earn an extra Sonic. However, if you get 100 Rings and then fall below 100, you won't get another Sonic if you get 100 Rings a second time. But you can still earn another Sonic if you get 200 Rings, and for each 100 Rings thereafter. Here are the major bonuses you can win (or lose) in the slot machine:

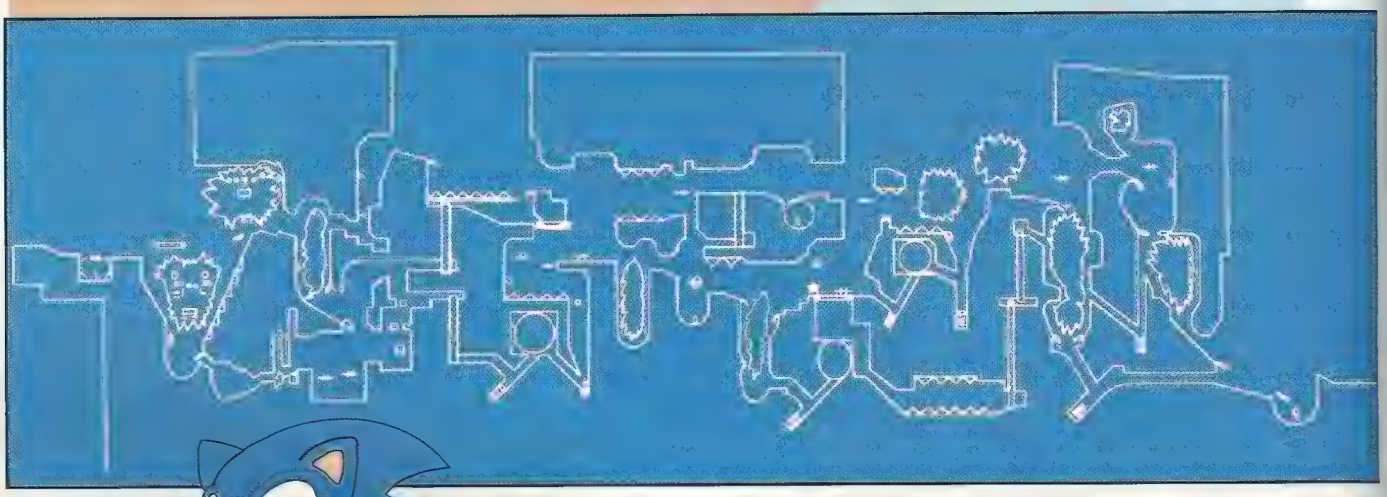
3 Rings	10 Rings
3 Bars	20 Rings
3 Tails	25 Rings
3 Sonics	30 Rings
3 Jackpots	150 Rings
1 Jackpot and 2 Sonics	60 Rings
3 Robotniks	–100 Rings
2 Jackpots and 1Robotnik	–100 Rings

New Enemies



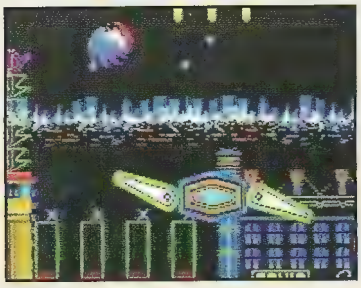
Crawl
There's only one enemy in Casino Night—Crawl. He's quick with his shield, so you may have to sneak up on him from behind.

CASINO NIGHT ZONE 1 ACT

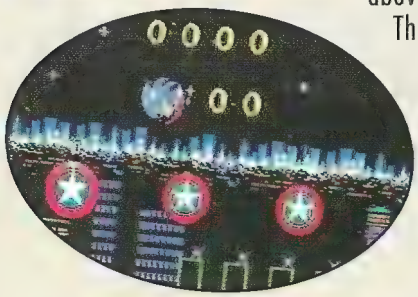


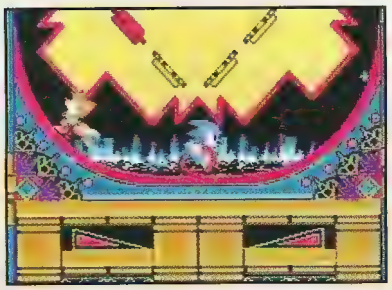
Casino Night is the place for fun and games. There isn't much else to worry about, so just enjoy yourself. The end of each Act is far to the right at the bottom, so head in that direction. In fact, you can't help yourself. You'll eventually end up there anyway.

Act 1 Tips

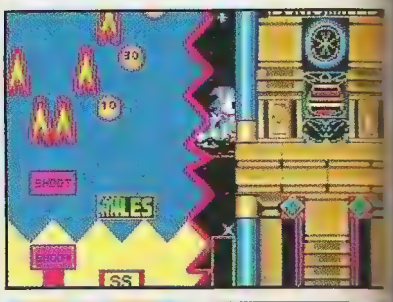


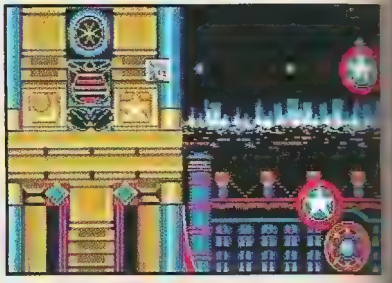
Right at the beginning, hit the flippers and fly to the left. Find some extra Rings high in the air, above some bumpers. There are other Rings to the right of the bumpers too.



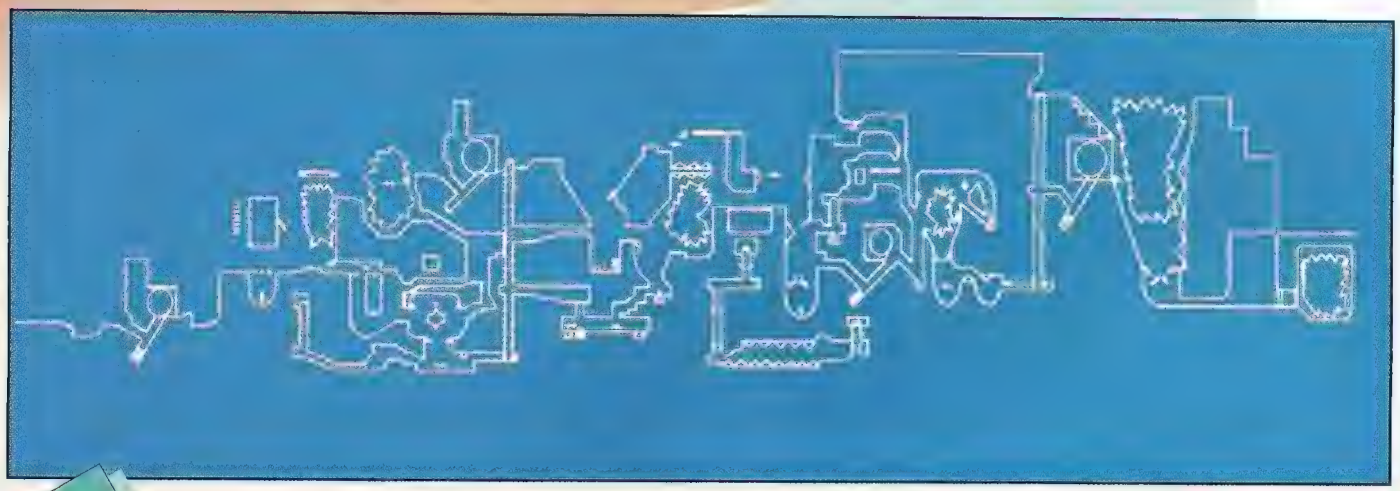


In the middle of the Act, there's a big, bowl-shaped area. Run up the right side and push to the right. There's a secret passage with a hidden 1-Up inside!

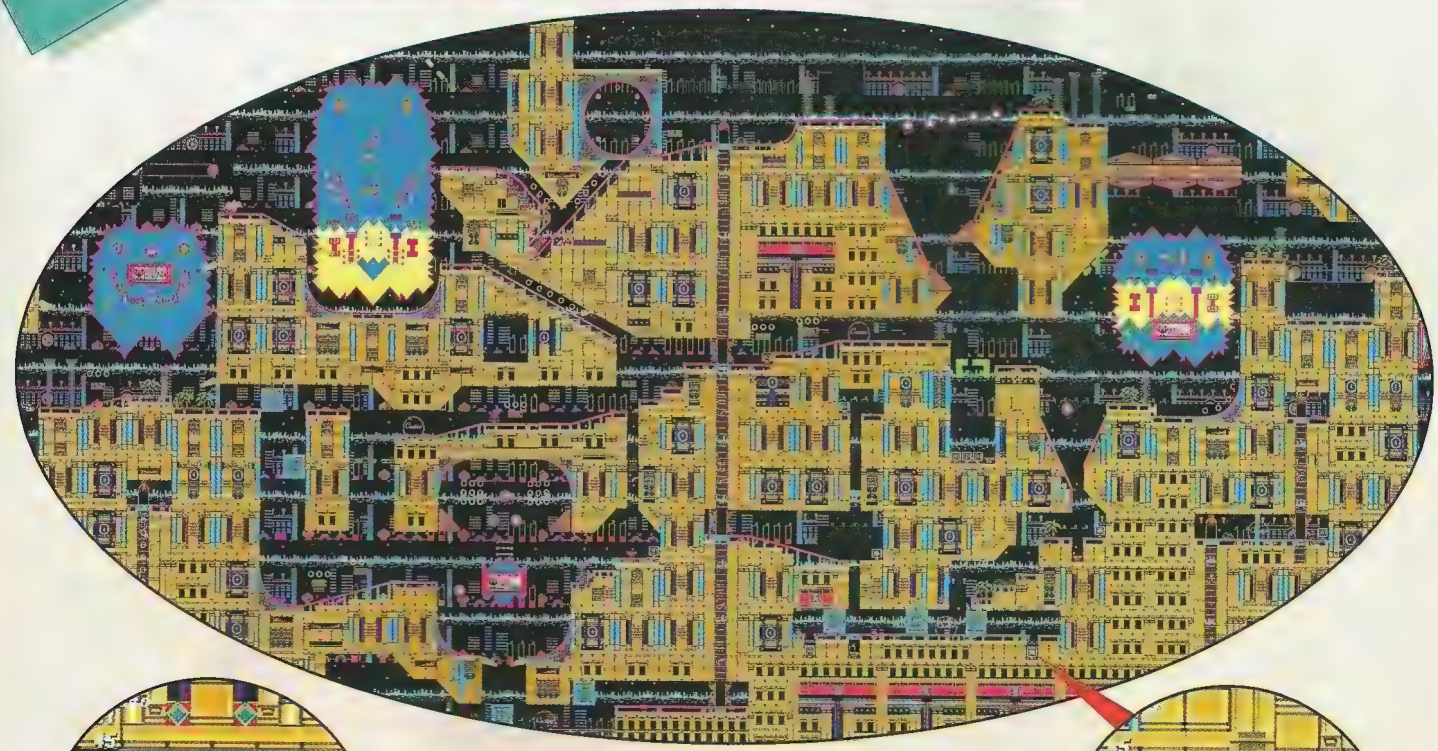


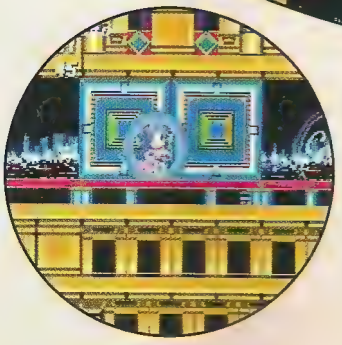


Casino Night Zone 2 Act



Act 2 Tips





Here's a composite image of part of Casino Night Act 2. There are a lot of power items scattered about. Can you find them all?

These blocks can kill you if they catch you against the ceiling, but you can stand between them safely.

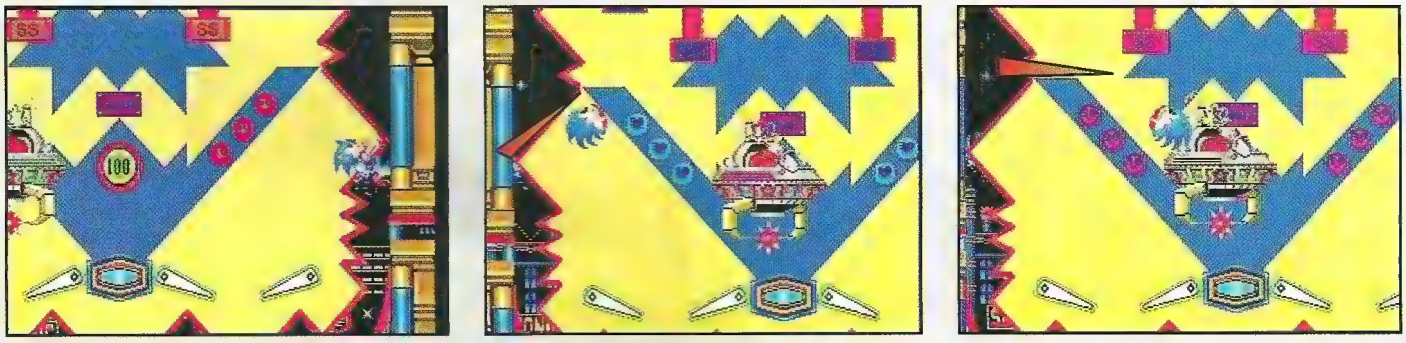
This 1-Up is located on the lower part of Act 2, near the end.

Beating Robotnik

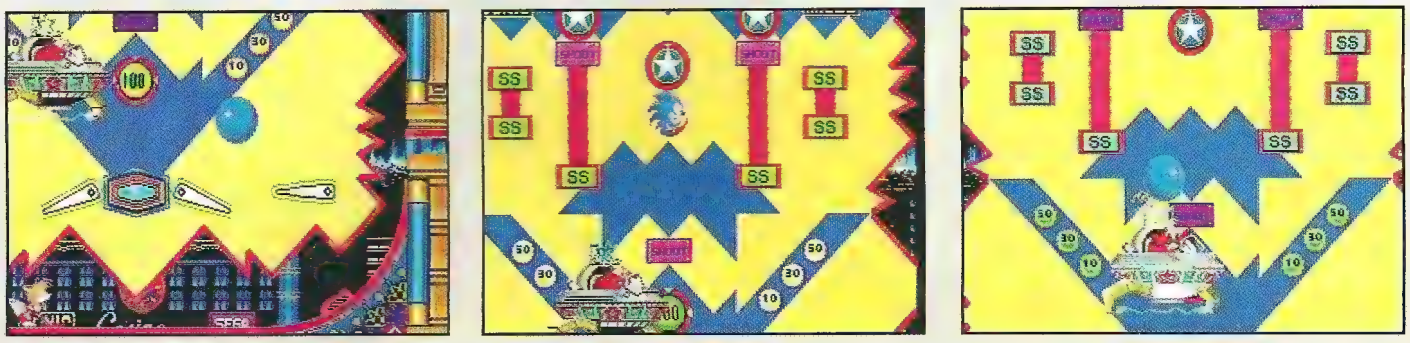
You have a choice of three ways to beat Robotnik here:

- The first is to run back and forth, gaining speed, and jump off the walls to hit him on the other side of the area.
- The second is to use the flippers and fly up above him and come down with your hedgehog quills on his head.
- The third way is to improvise and use a combination of both methods.

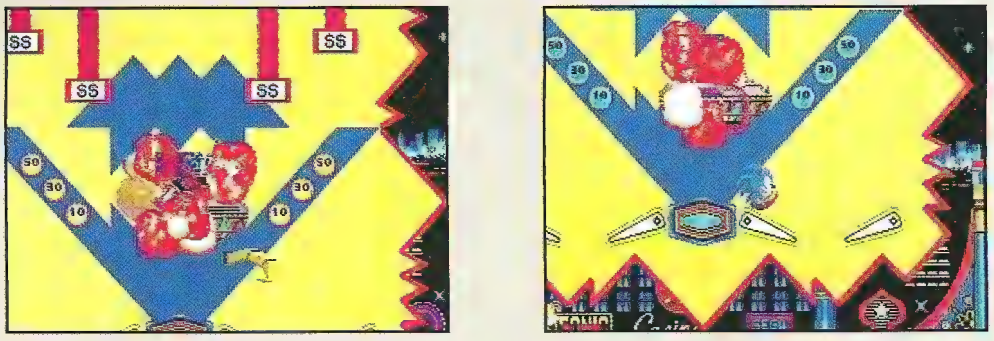
The main thing to keep in mind is that you want to be spinning when you hit him. Both the wall jump and the flipper method make you spin.



Method 1: Run up the wall to gain speed, then run back and jump off as Robotnik heads across the area. Hit him and keep moving.



Method 2: Wait until Robotnik goes by, then jump on a flipper and flip up over him. Try to control your movements so you land on his head.



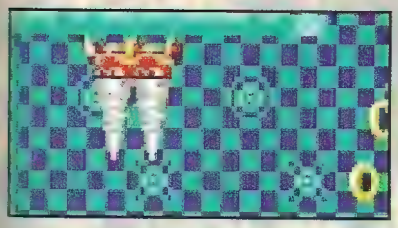
Whatever way you choose, when you defeat him, he's just as burned.

Hill Top Zone

Goals for This Zone

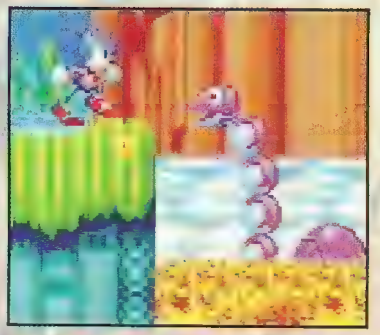
Hill Top Zone is tectonically unstable. Look out for earthquakes and rising lava. Otherwise, it's a pleasant place to cruise—unless you meet Sol, a fire Orbinaut, or get conked on the head by Spiker.

New Enemies



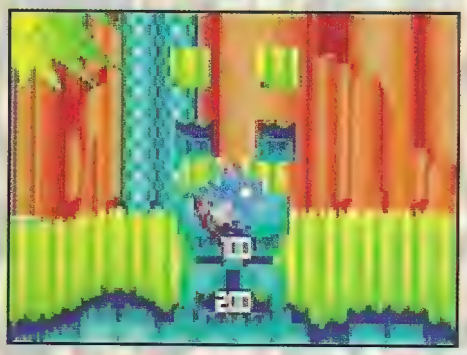
Spiker
Spiker the conehead will try to drop his cone on you. Just keep moving and you'll be all right.

Sol
Sol shoots his flames at you. Once they're all gone, though, he's helpless.

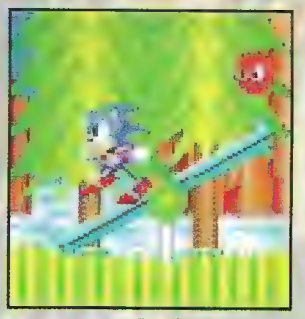


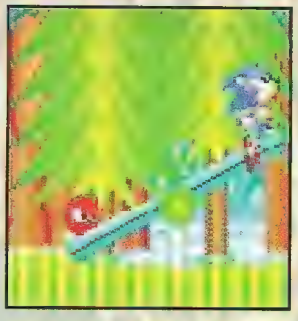
Rexor
Rexor is a pink lavasaurus who shoots at you, but he's not too accurate. Jump on his head to defeat him.

New Places

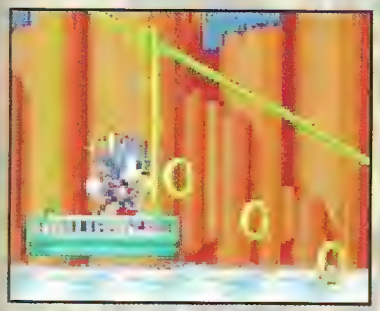


Digging Underground
In some places, you can dig through the ground.

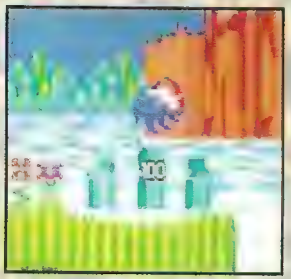




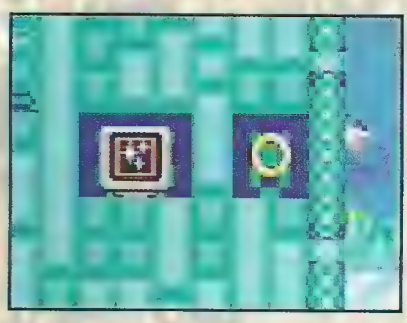
Catapults
Jump on one side of the catapult, then move to the other to spring upward.



Trams
Ride the trams, but be sure to jump off at the end of the line.

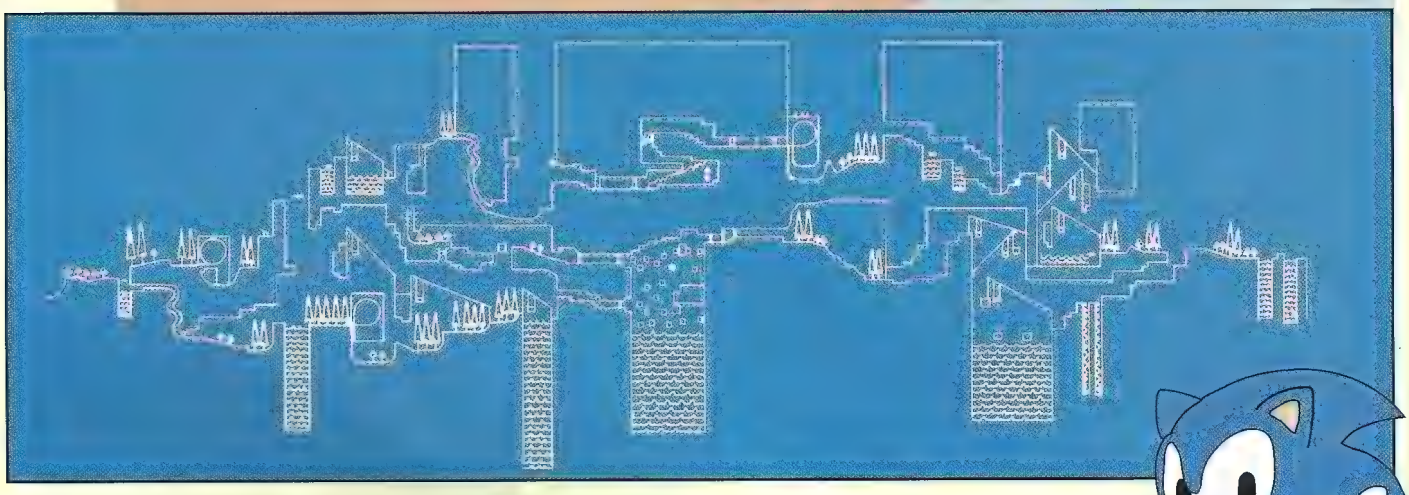


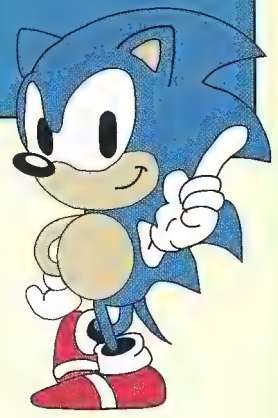
You can break rocks in Hill Top Zone.



Secret Rooms
Look for secret tunnels in the hillsides.

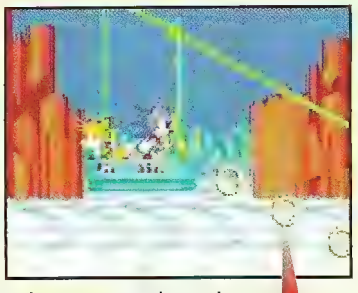
Hill Top Zone 1 Act



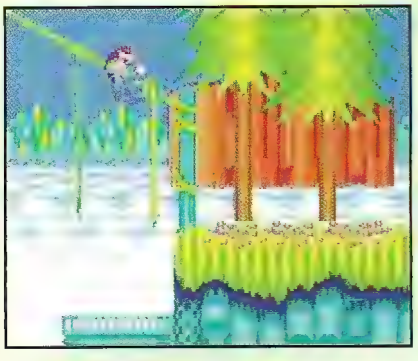


Hill Top is a breezy place with nice trees and grass. You can soar through the air above the ground. When you're underground, though, things get a little shaky!

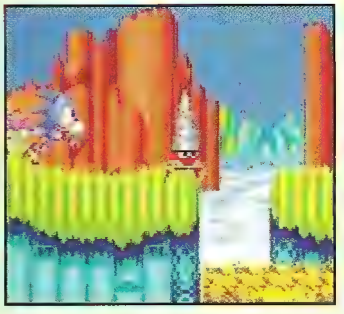
Upper Route



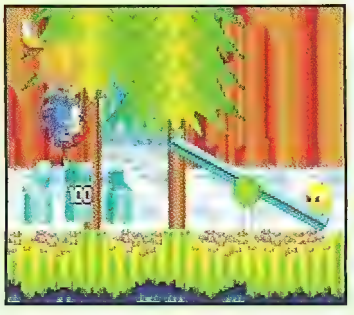
Take a tram ride and collect some Rings.



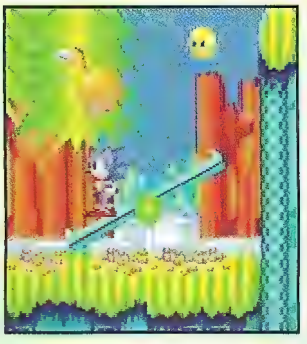
Jump off before the end.



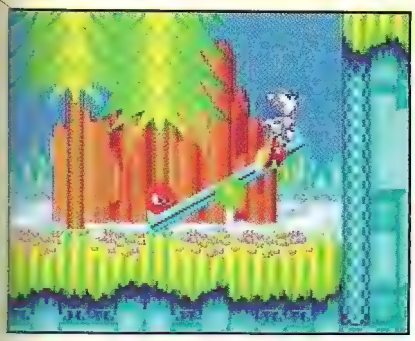
Meet Mr. Conehead.



Break the rock if you want.

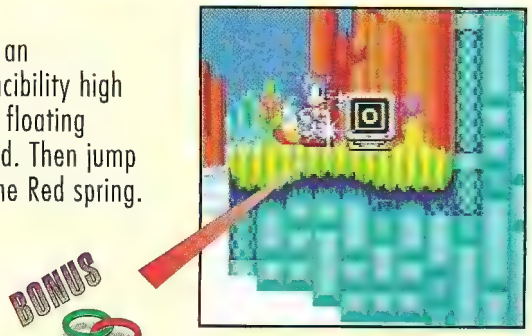


Jump on the catapult.

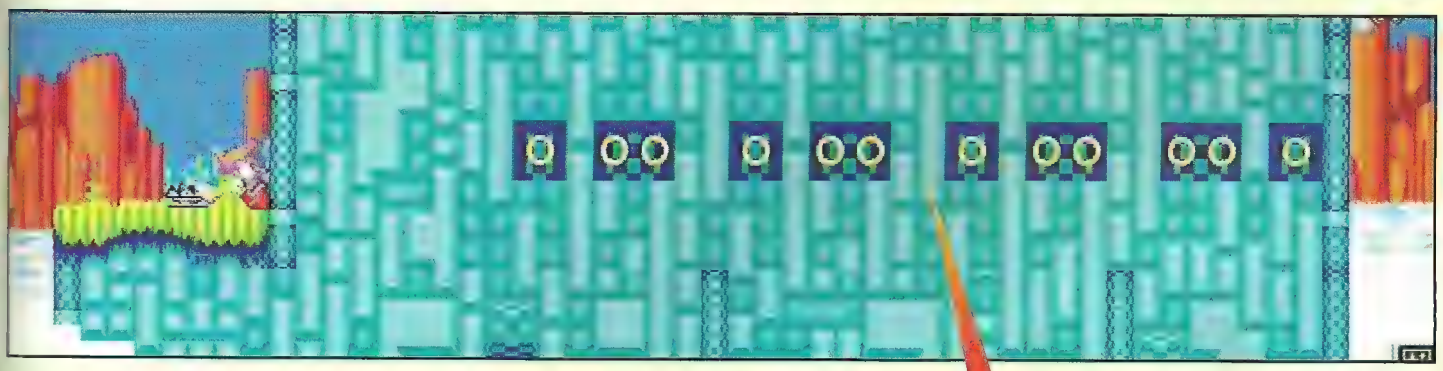


Run to the other side and take a ride.

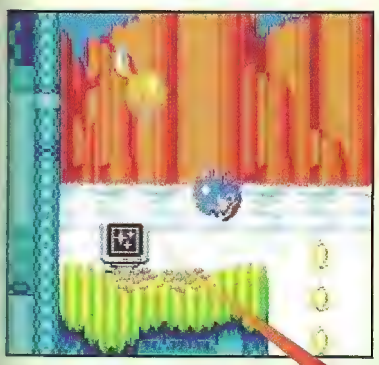
Find an Invincibility high on a floating island. Then jump on the Red spring.



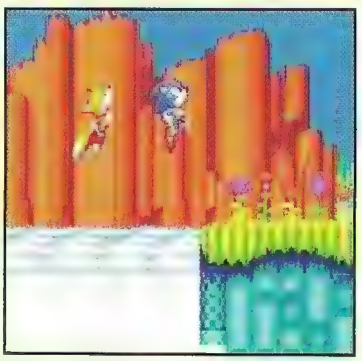
There's a Ring bonus to the right.



Find the secret tunnel just past the Ring bonus.

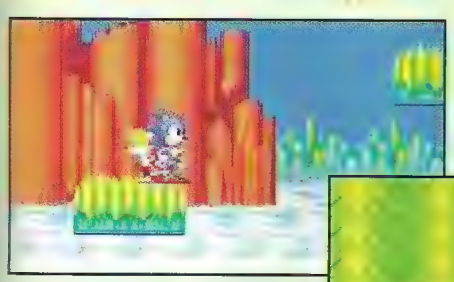


Get the Invincibility just past the hidden tunnel.

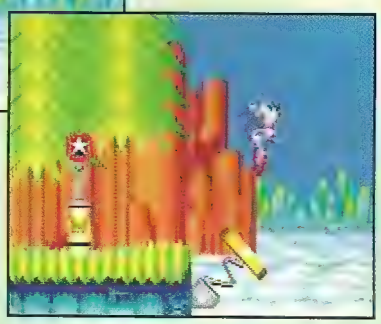


Go to another catapult and jump to a high ledge.

Don't catapult right to the high ledge or Sol may be waiting. Take a few extra jumps on the catapult, then jump all the way up. That way you should avoid Sol.



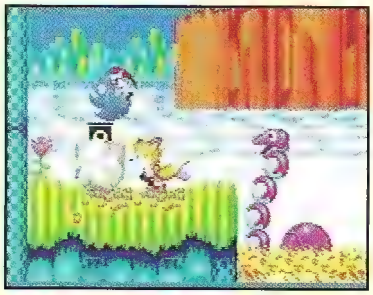
Across the moving platforms . . .



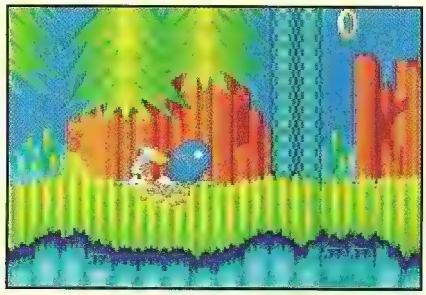
. . . you'll find a Starpost and a Diagonal spring.

Next, jump on the Yellow spring to a Ring bonus.

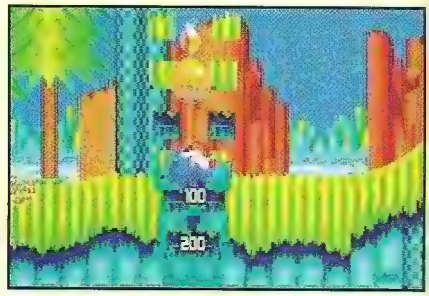
Instead of taking the next tram, drop off the edge of the cliff.



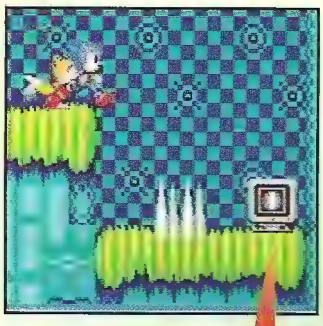
Collect some bonus Rings and use Rexor as a platform to get back to the right.



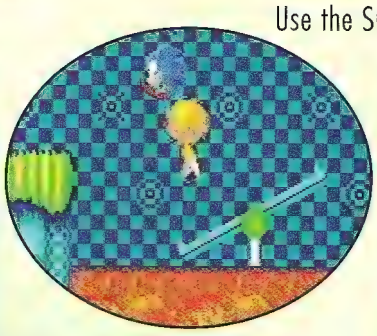
Use the Super Spin Dash to get moving.



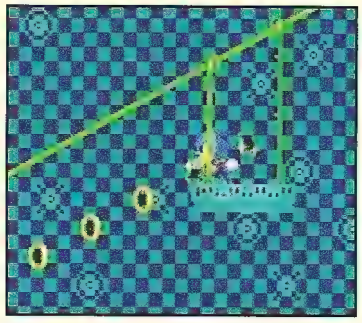
Loop around and spin into the ground.



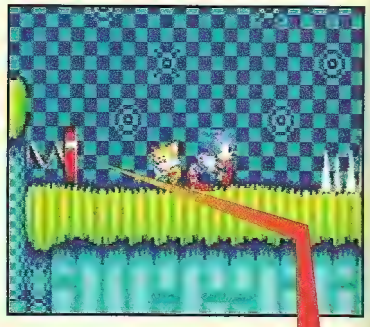
There's a Shield to the right.



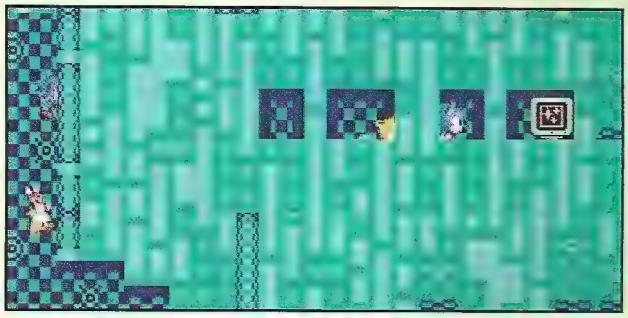
Return to the left and jump from one catapult to another until you reach terra firma.

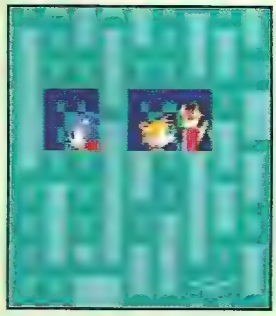


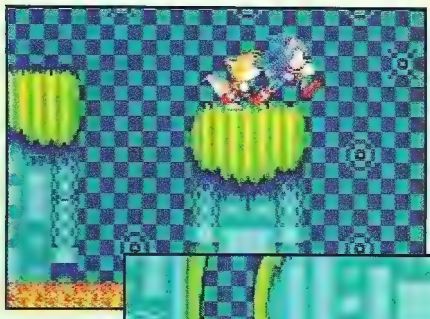
Ride the trams to the left, then right.



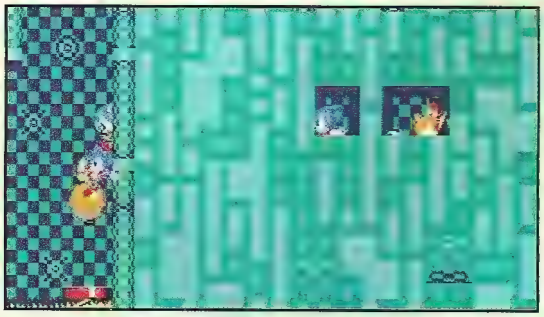
Use the Red spring to get by the hidden spikes.



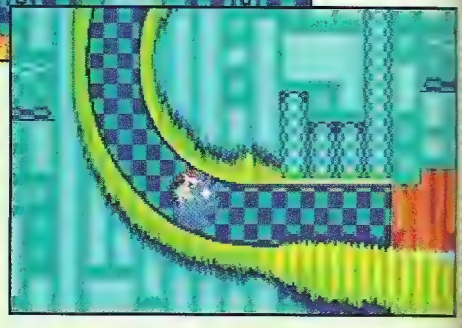




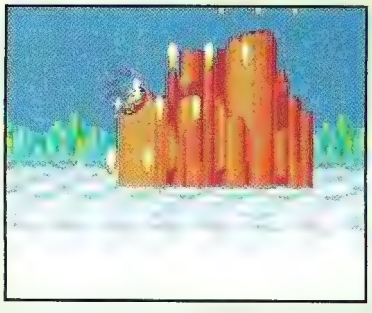
Now you're in the earthquake area.



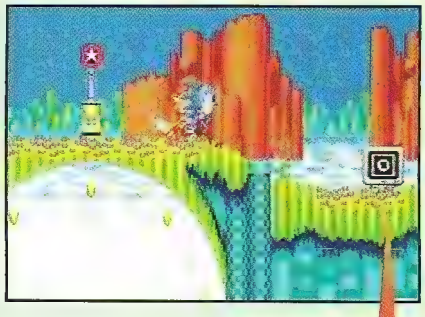
You'll find two secret passages past the Red spring—one high and one low. Watch for the hidden spring at the end of the lower area. After exploring the underground, exit to the right, through the one-way doors.



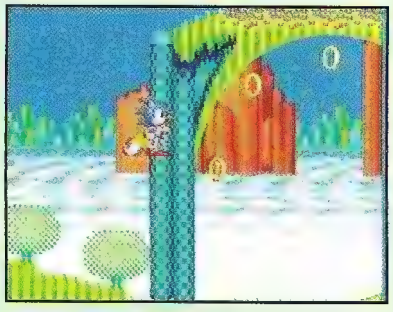
Continue on to the S-tunnel and speed down it.

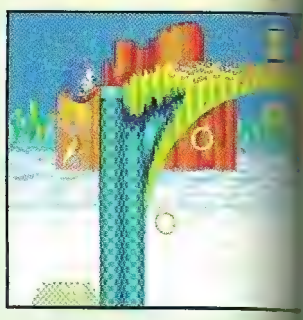


Grab the high Rings when you come out of the tunnel.



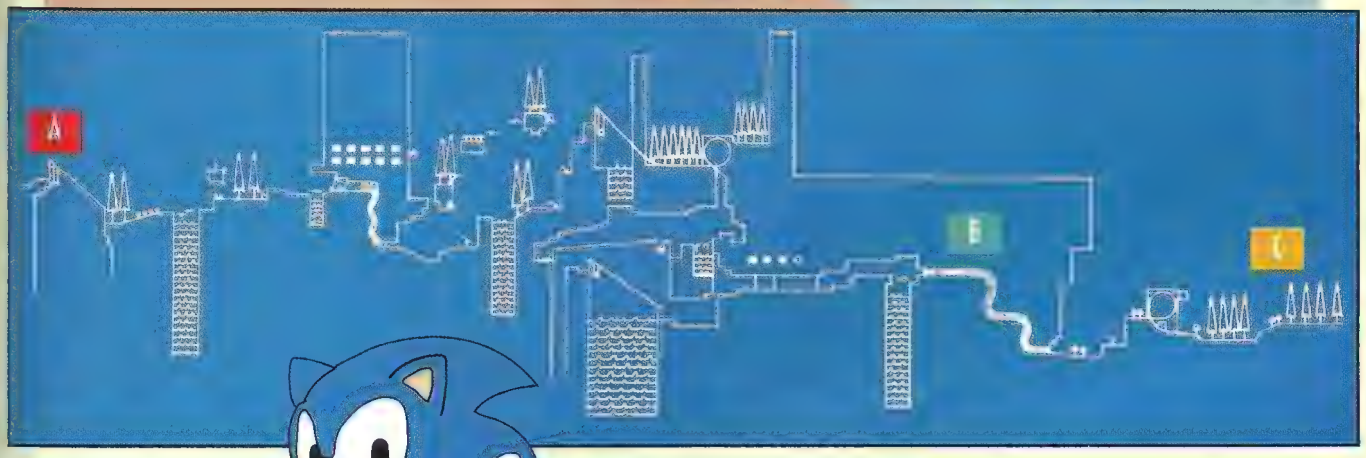
Then land on top of the loop to find more Rings and a Starpost. Now you're near the end.





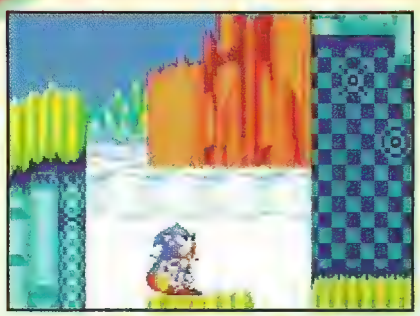
Here's a trick. If you get stuck on the left side of the loop, you can stand on an invisible platform and jump up and over to the top again. It's strange, but it works.

Hill Top Zone 2 Act

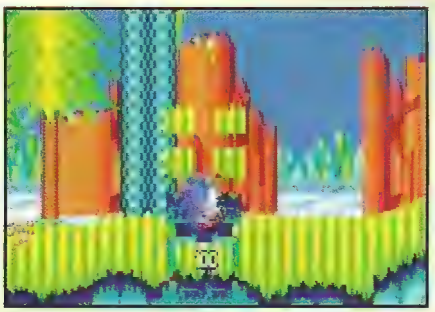


Whether you take the high road or the low road, you're gonna get there eventually. Look out for the mighty earthquakes and the rising lava, though. The life of a super hedgehog is never easy!

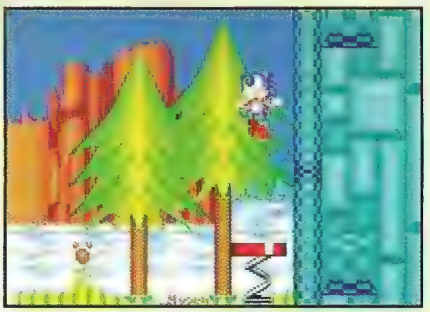
A Upper Route



Right at the beginning, you'll have a choice: the upper route or the lower route.



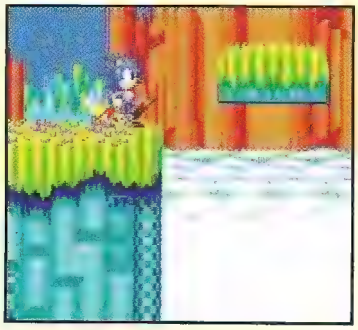
On the upper path you'll come to a loop. Dig it?



The Red spring will take you to the top of the loop.

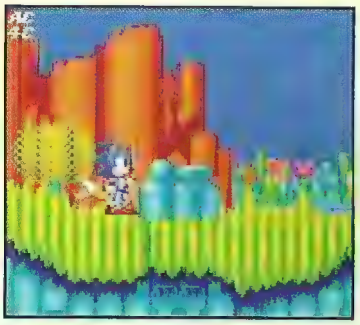
Collect some Rings, but leave the Starpost alone. It's usually best to collect everything you want in the Act and have at least 50 Rings before you cross the Starpost.

Use the catapult to get up the cliff.

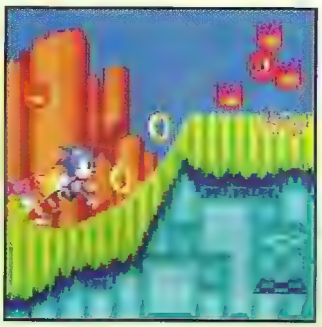


Another choice: You can go down to get a 1-Up or stay on the upper route. You'll rejoin the upper path soon, so it's worth it to go for the 1-Up.

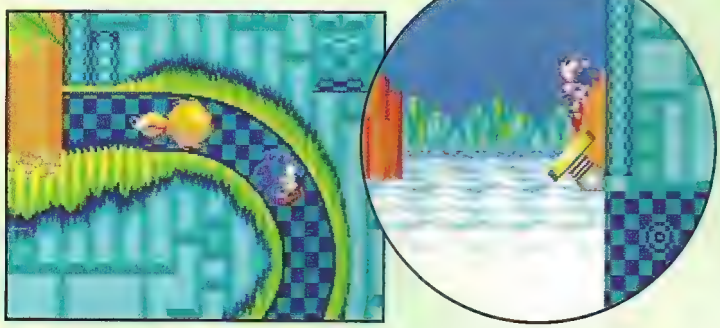
If you don't go for the 1-Up, you'll ride this tram down.



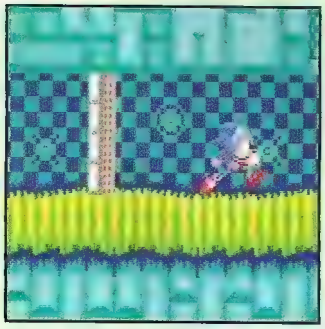
Remember this rock. You can break it and drop down to the lower route here, but for now, stay on this path.



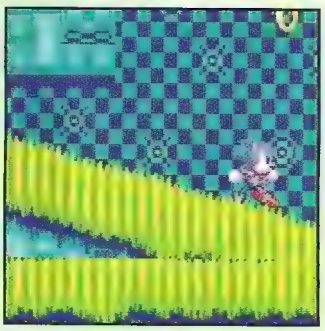
Stay low and avoid the fireballs.



Now spin down through the S-tunnel and fly up to the diagonal spring.

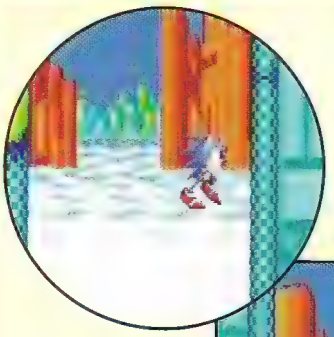


. . . the earthquake zone!

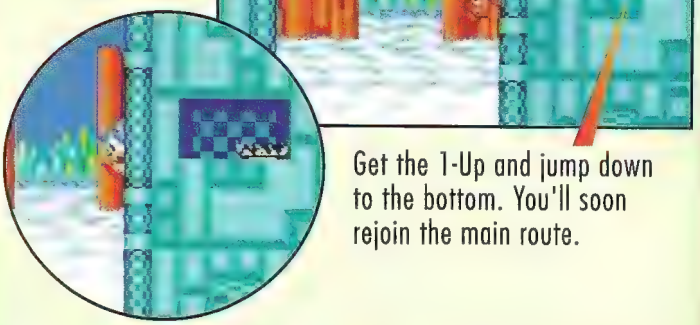


The land starts to rise.

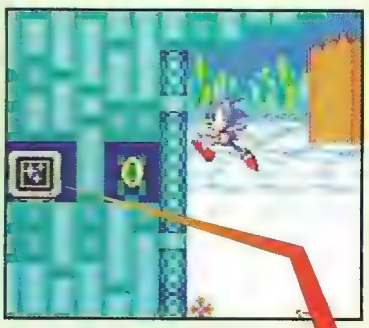
The Secret 1-Up



Walk, don't jump, off the edge and keep pulling to the right. You should end up on the ledge leading to the secret 1-Up.

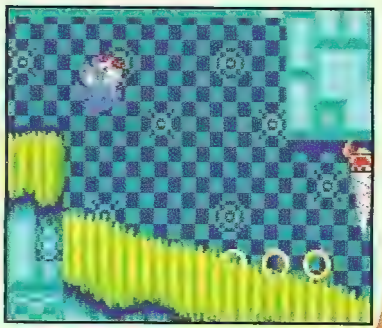


Get the 1-Up and jump down to the bottom. You'll soon rejoin the main route.

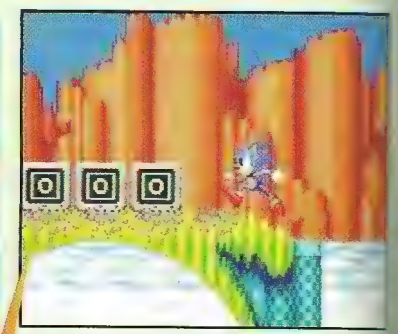


The spring takes you to a room with an Invincibility.

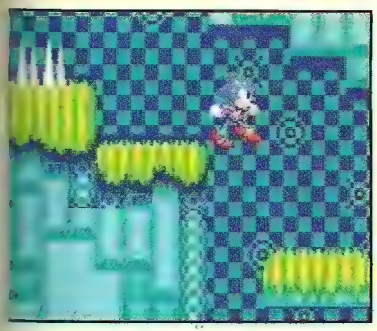
Another catapult sends you up to the top. Get ready. You're about to enter . . .



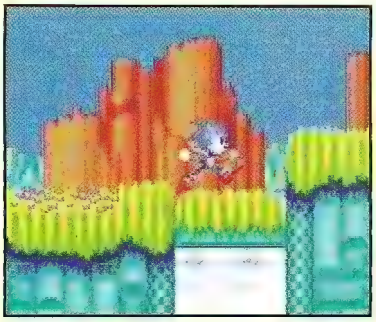
Keep moving up or you'll get crushed against the ceiling. Keep going until you're out in the open again.



When you get to the next loop, speed through it and angle through the ramp to land on top. You'll collect 30 Rings!

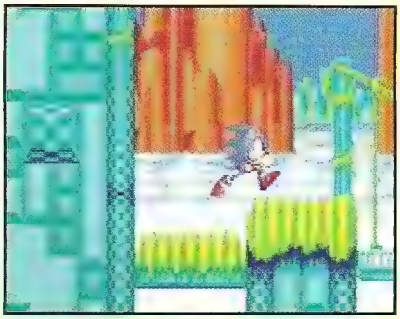


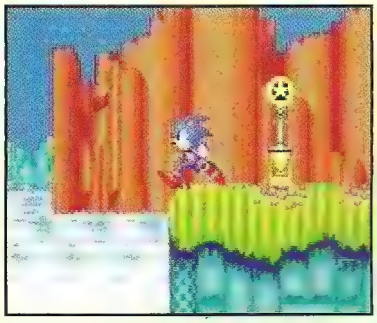
Head underground again and keep moving to the right.

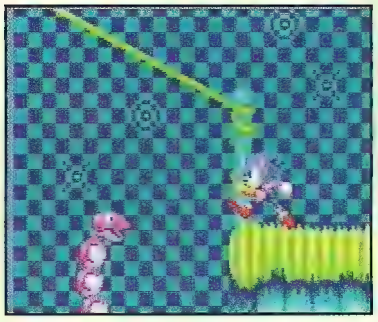


If you want, you can drop down on this platform. It's a shortcut.

Using the shortcut, you'll miss some Rings on the trams, but it's quicker.

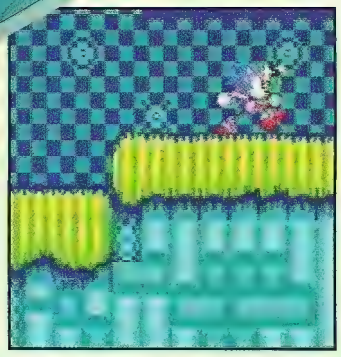




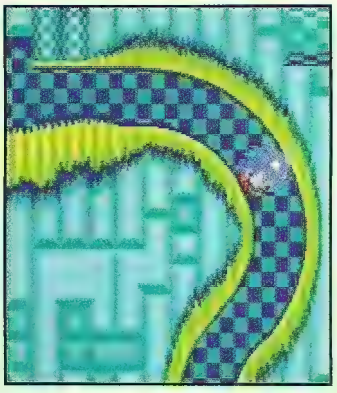


You're almost to the end. You might want to backtrack on the lower route now. You can pick up a 1-Up by jumping across the lava, past Rexor, the lavasaurus.

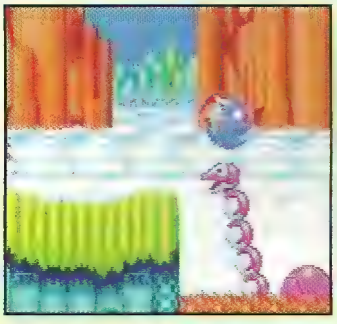
B Lower Route



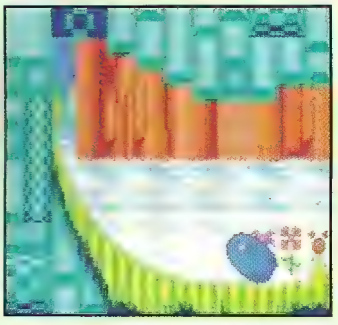
Here's the beginning of the lower route.



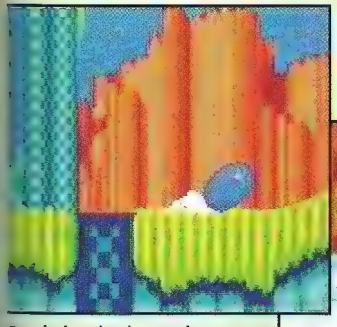
Spin down the S-tunnel.



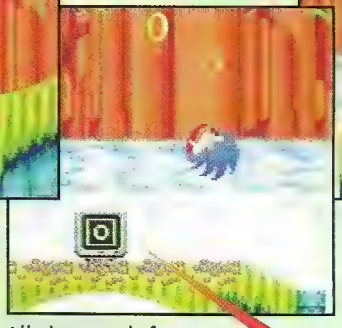
Rexor is easy. Just jump on his head, then use his body as a platform.



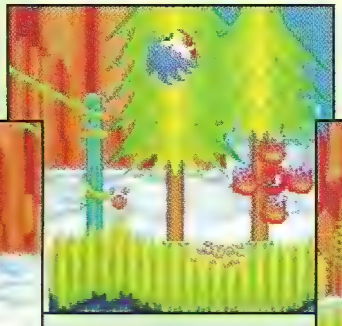
Dig through the loop, then go back up using your Super Speed Dash.



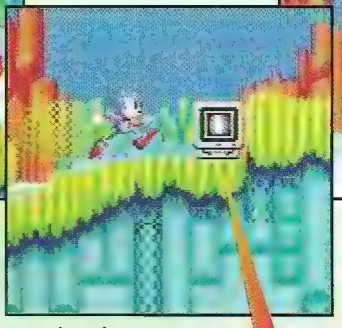
Dash back through the loop again and hit the ramp.



All that work for only 10 Rings!



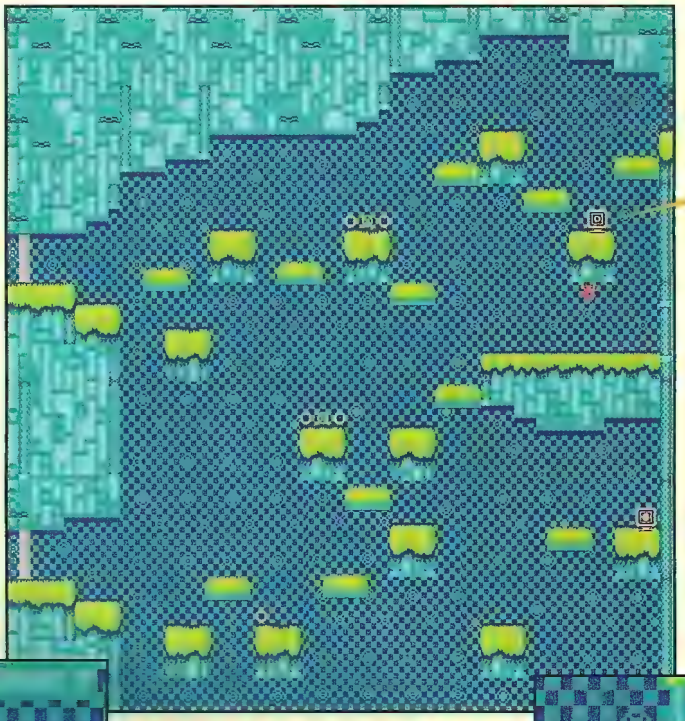
Don't get burned by Sol's fireballs. Leap right over him!

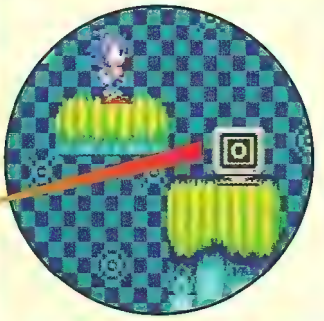


Up ahead is a Shield.

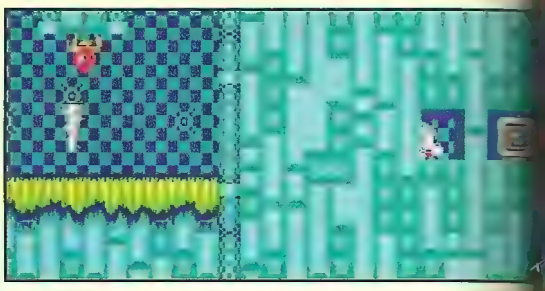
Ride the tram to a Starpost.

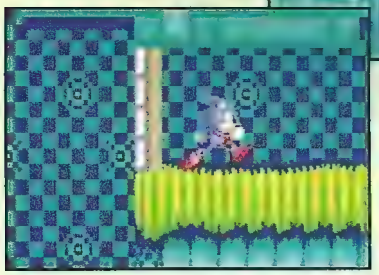
When you enter the cave, the lava starts to rise. Jump quickly to get out in one piece. There are some power items at the back of the cave, if you want to risk it. Also, there are two entrances. The lower route enters from the bottom entrance. Remember the rock you could dig under? That route leads to the upper entrance.



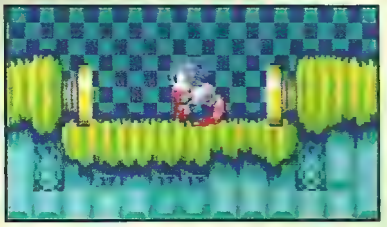


At the back of the cave are a Ring bonus, Shield, and Invincibility (in the hidden cave just below the Ring bonus).

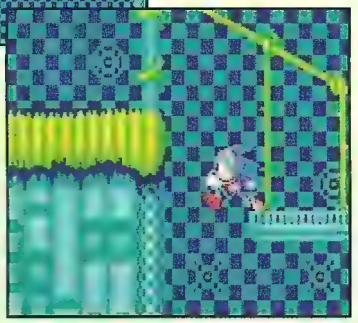




Keep climbing to stay ahead of the rising lava and exit in the upper right corner of the cave.

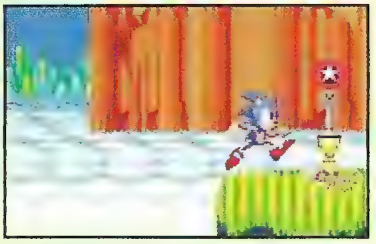


What are these springs for? Maybe just for bouncing around . . .



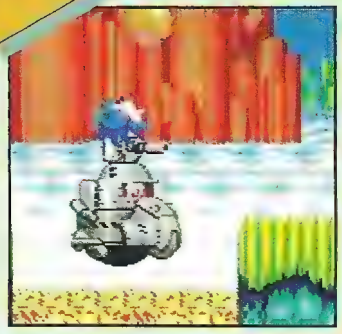
Drop off this tram to find the 1-Up at the bottom, then use the spring to jump to the next ledge.

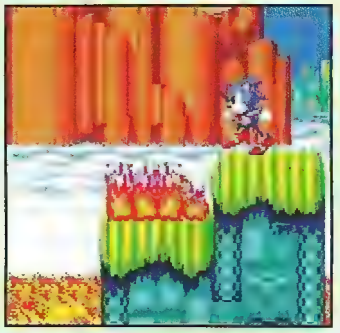
Collect one more Ring bonus before you surface.



You're near the end. Hit the Starpost if you want, then go on to meet Robotnik.

Robotnik





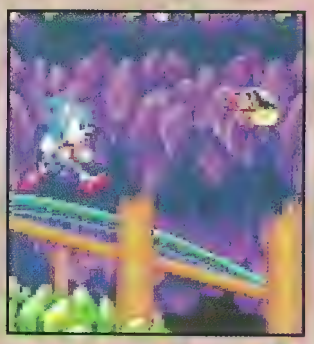
Jump on Robotnik when he appears from the lava. When he shoots, just avoid his fire. Don't get a hot foot! Keep moving and you'll soon beat the Robo-rama man!

MYSTIC CAVE ZONE

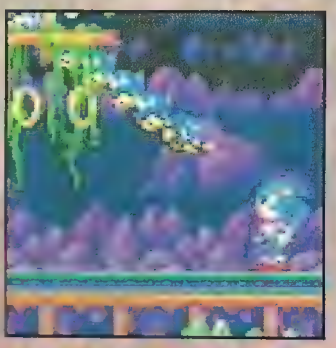
GOALS FOR THIS ZONE

YOU can't relax in the Mystic Cave. Dangers are hiding everywhere. Stay on your toes and look out for hidden enemies and sharp spikes that suddenly appear! Strange as it may seem, speed is not the best answer. You don't want to be travelling Super-Sonic and run right into a Flasher. Mystic Cave is no place to be foolhardy.

NEW ENEMIES

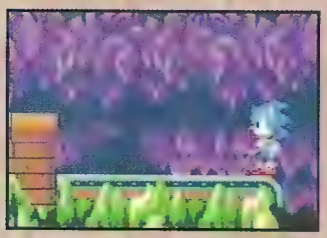


Flasher
Flasher is harmless—unless he's flashing. Then he's a real nuisance.

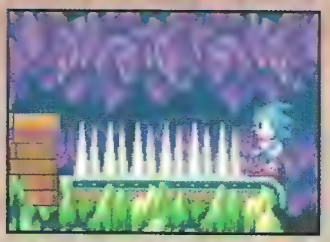


Crawlton
Crawlton will pop out of the vines to attack you. Spin-attack him in the head to teach him a lesson.

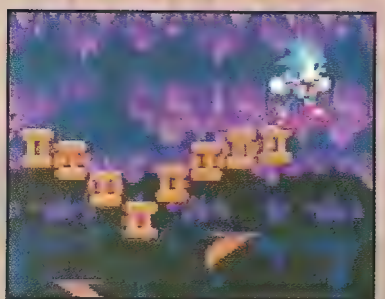
NEW PLACES



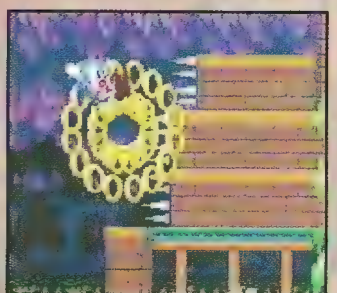
Spikes
Look out for spikes that suddenly appear!



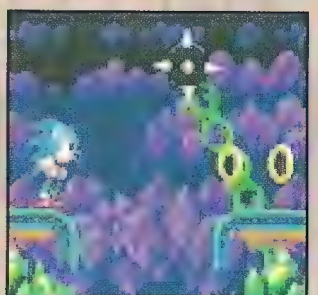
Vine Curtains
The vine curtains move rapidly up and down. Don't get caught between them and the hard floor or ceiling!



Breakaway Platforms
Some platforms are pretty unstable. They'll fall apart when you jump on them. Fortunately, they reappear if you go away and come back.



Brick Spike Platforms
These brick spike platforms can catch you when they come out of nowhere. Remember, there may be three or four of them in one place.



Black Spiky Maces
Black spiky maces rotate around their platforms. Just avoid them and you'll be all right.

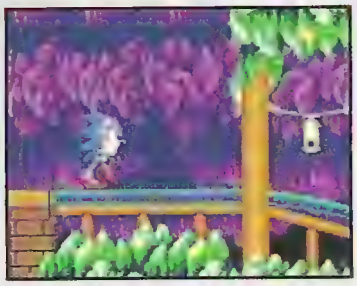
MYSTIC CAVE ZONE 1 ACT

There's one main path along the upper route through Mystic Cave Act 1. You'll find a few shortcuts and alternate routes to explore, but generally you shouldn't have to worry about getting lost.

A Upper Route

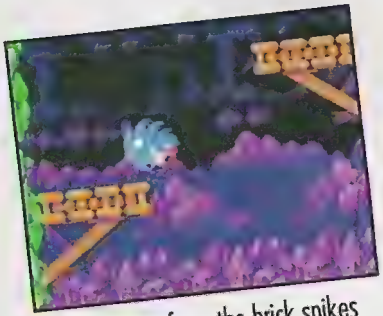
Start out running right.

Don't waste time on the breakaway platforms.



Keep going through the vine curtain and . . .

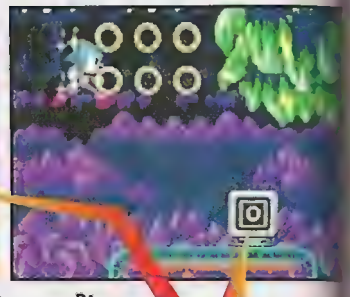
. . . over the brick spike platforms

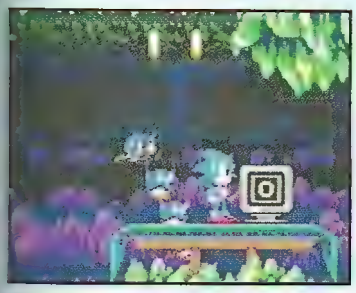


Quickly jump from the brick spikes onto the breakaway platforms.

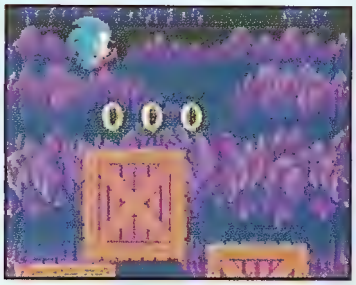
At the top is a Starpost and a Ring bonus.

Jump on this Red spring to collect some Rings and head back to the right.

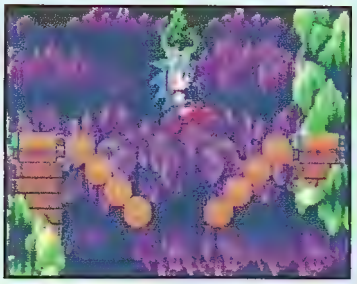




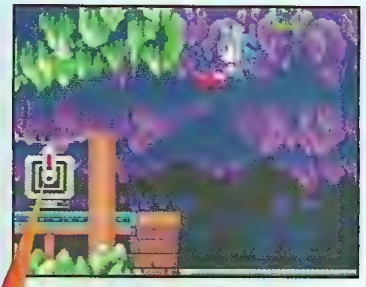
Watch out for Crawlton hiding in the foliage.



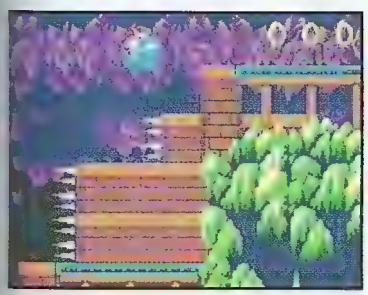
Ride over some boxes and keep going.



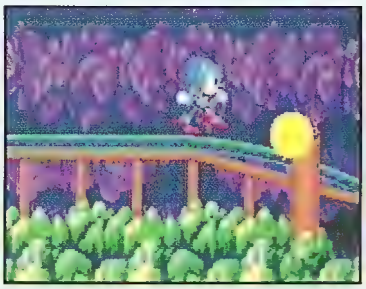
Hang on the vine to open the bridge.



When you drop off the vine, angle to the left to get the Ring bonus.



Don't get caught by surprise. There are three brick spikes here.

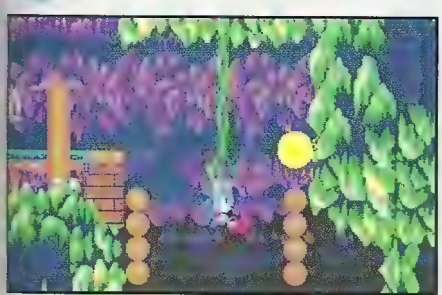


Don't run too fast. You might run into a Flasher!

You'll eventually come to this branch in the path.

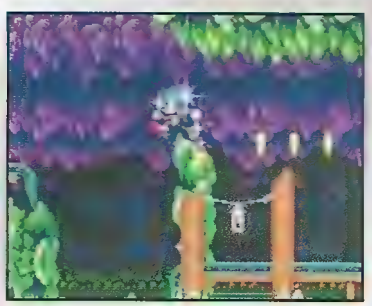
At the vine curtain, you can go left and stay on top. But let's take the shortcut through the curtain.

B Taking the Shortcut

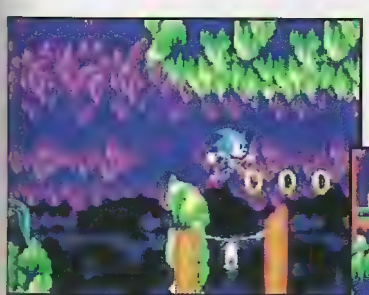


Run to the right and drop through this bridge.

This Invincibility might come in handy.



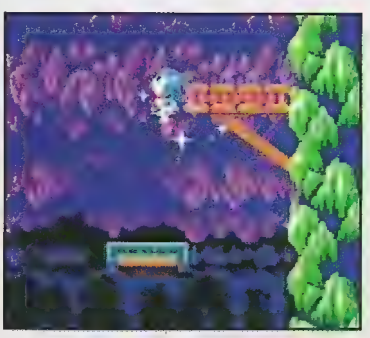
At this Starpost you can join either the upper or lower route. It's your choice.



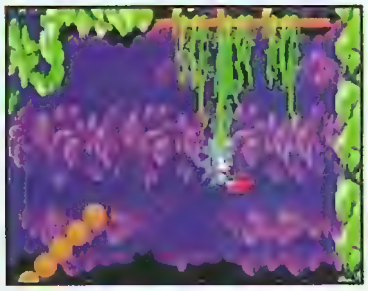
Jump to the right, through the vine curtain.

This Invincibility bonus marks the end of the shortcut.

Run to the right to collect this Ring bonus.

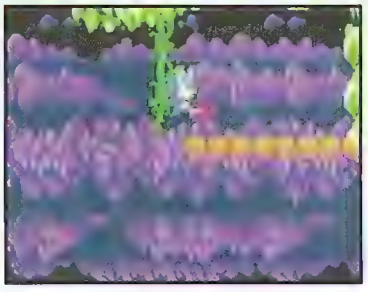


Use the Yellow spring to get onto the moving platform or the ledge.

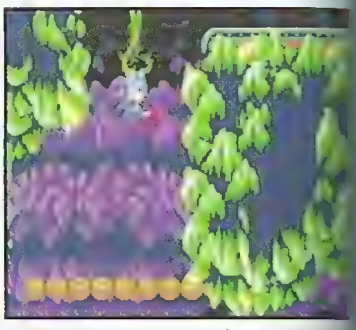


Jump to the rope to let down the bridge to the left.

Get this Shield to the left, then return up and to the right.



This bridge leads to the last leg of the Act.



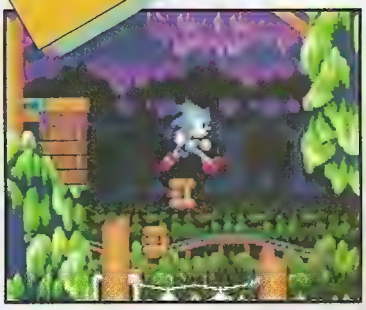
Ride the vine up.

Leap through these two vine curtains.

Collect these two Ring bonuses and then head right to the end of the Act.

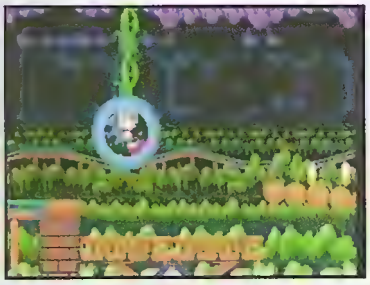
BONUS

Lower Route

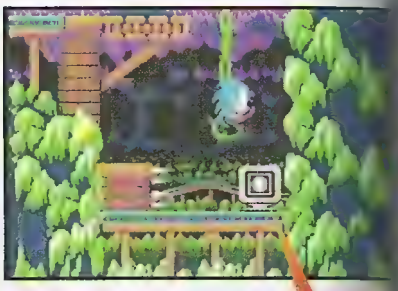


Back at the beginning, you can take the lower path.

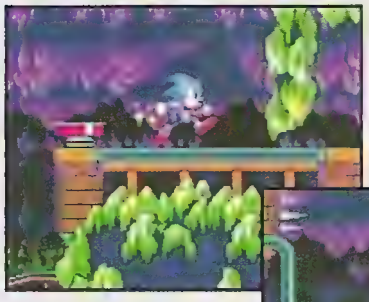
Find a Shield behind the post.



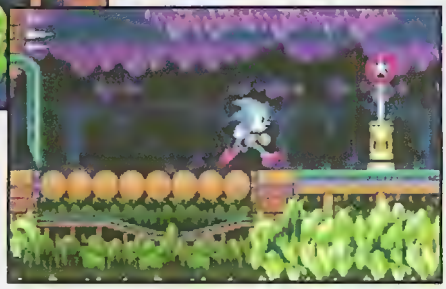
The vine lowers the bridge.



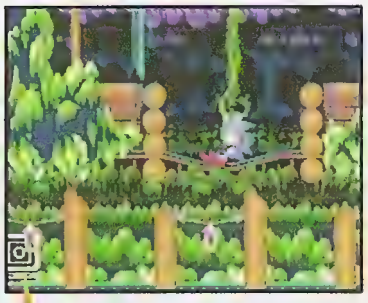
A little later you'll find another Shield, but look out for the spikes!



Use the Red spring to rejoin the main path, or continue to the right.

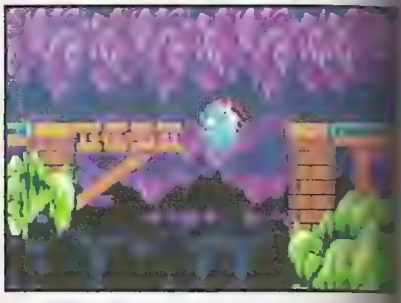


You'll soon come to a Starpost.



BONUS

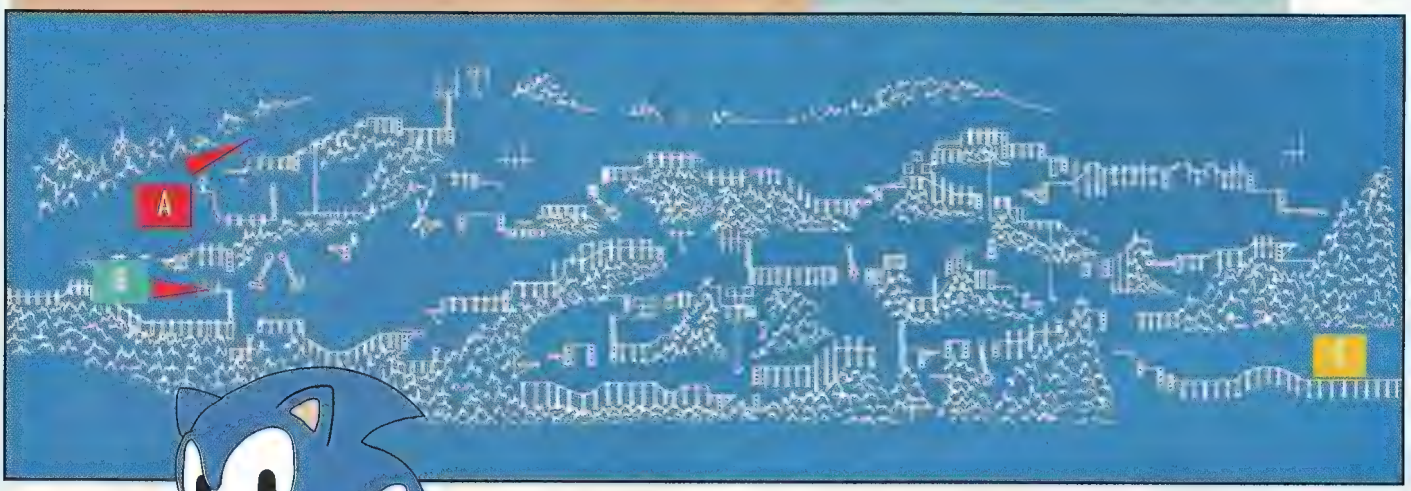
This vine leads to a Ring bonus.

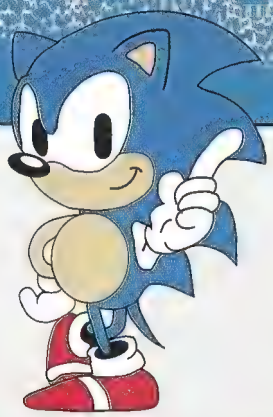


Use the moving platform to help you stay on the path. Soon after this, you'll find another Ring bonus and then you'll rejoin the main path.

BONUS

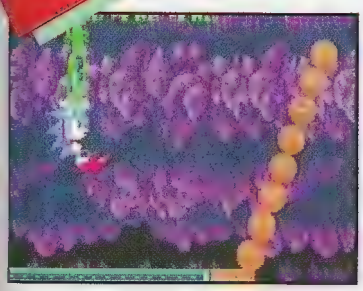
MYSTIC CAVE ZONE 2 ACT





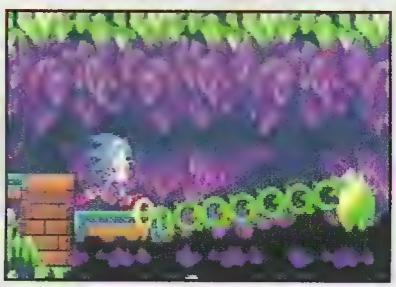
Mystic Cave Act 2 is even more dangerous than Act 1. In this Act there are two separate routes—the upper and lower routes. We'll take the upper path first, but you can try them both.

A Upper Route

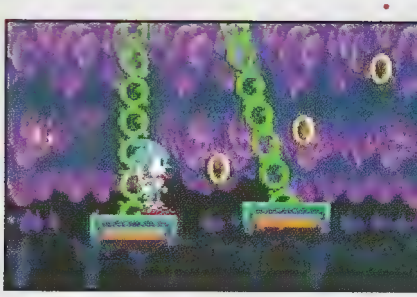


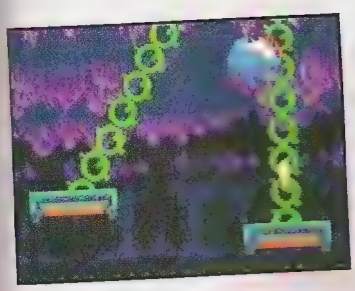
Jump onto the vine to pull down the bridge.

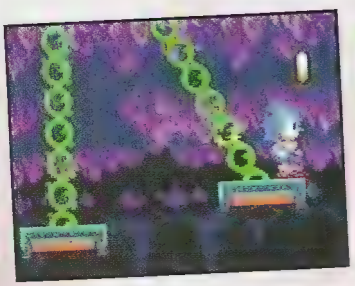
Over the bridge, ride the platforms across.



Ride the first swing and wait until it hits the second swing.



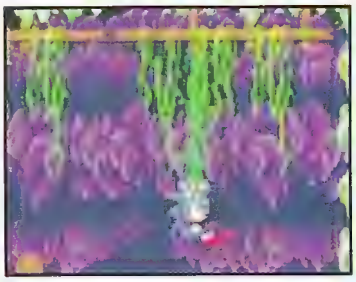




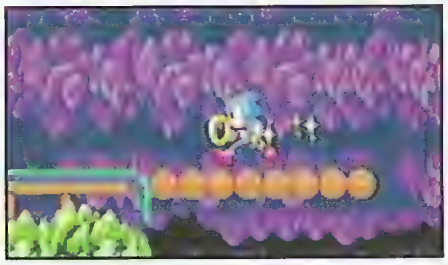
When the second swing returns, jump onto it before it hits the first and then ride up to the right. Jump off onto the collapsing platform.

Jump on the Yellow spring and . . .

CONTINUED

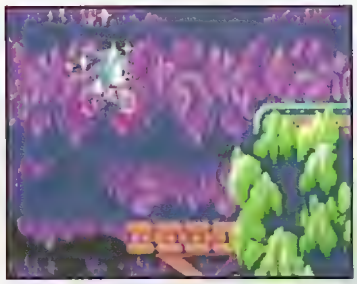


. . . grab onto the vine above.

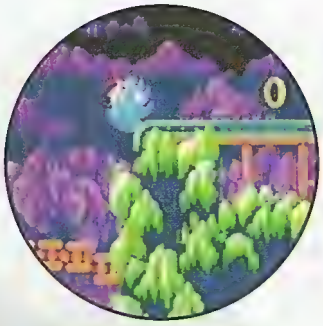


The bridge will open for you, so run back to the left.

Now use the next Yellow spring to reach the platform above right.

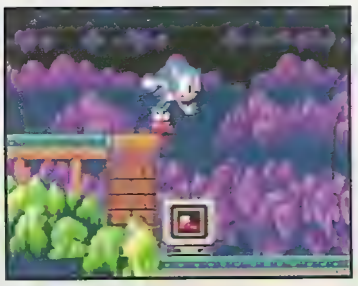


Collect a few Rings on the way up.



Then jump quickly before the platform collapses.

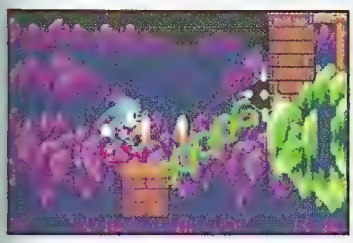
This series of lever springs will make you go all whacky.



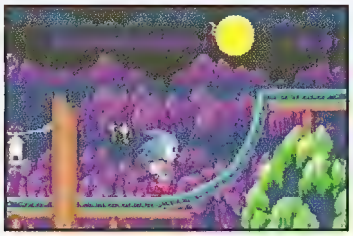
Aha! Power Sneakers!

Ride the vines down and jump off to the left, then ride across the spikes.

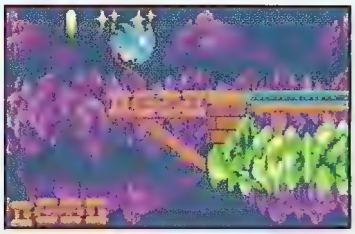
After you get the Power Sneakers, you will go down a series of vines. You can join the lower path here, or continue over the spikes to stay on the upper route, or go down and collect power items on the lower route and use the Red spring to return.



Jump over the black mace, then jump to the upper path.

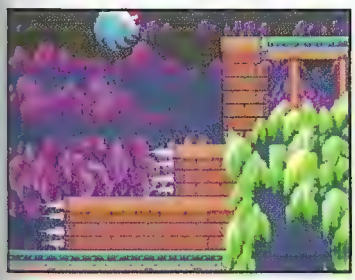


Don't run too fast here. There are Flashers around!

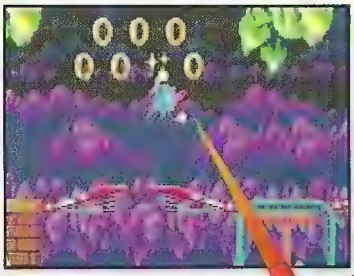


Jump up quickly to stay on the upper path.

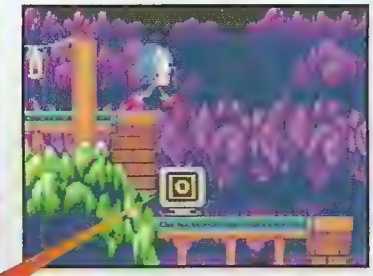
Ride over the boxes next.



Don't get hit by the brick spike platforms.



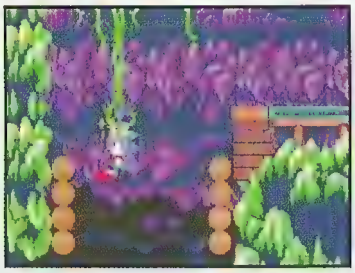
Use the springs to get some Rings.



And then get some more!

This vine opens the bridge so you can get through. Ride the vine down.

Jump onto the Ring bonus and stay away from the spikes.

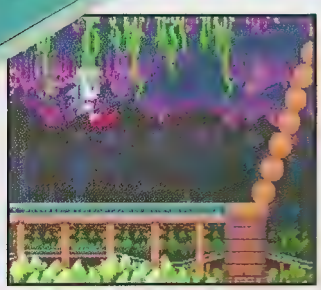


You'll find another vine to the left. Ride it down.

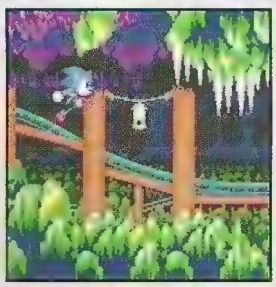
There's a Shield at the bottom.

You're almost to the end when you reach this Starpost.

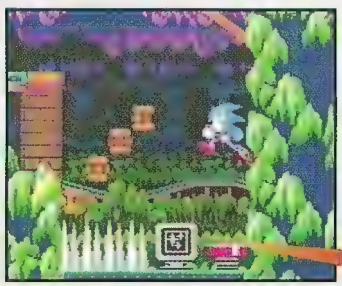
B Lower Route



Lower the bridge . . .



. . go through the vine curtain and . . .

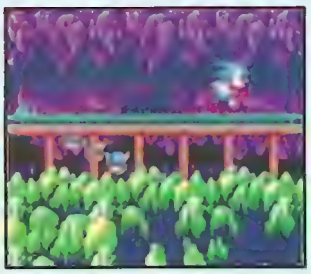


. . . grab the Invincibility. Spring to get out or spring high to join the upper route.

Zip by Crawlton!

This vine is going down.

Over and under. These boxes guard some power items. Get a Ring bonus and an Invincibility.

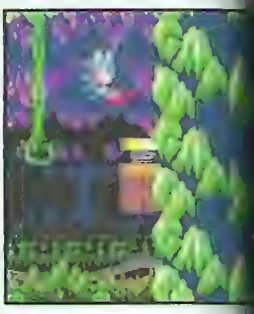


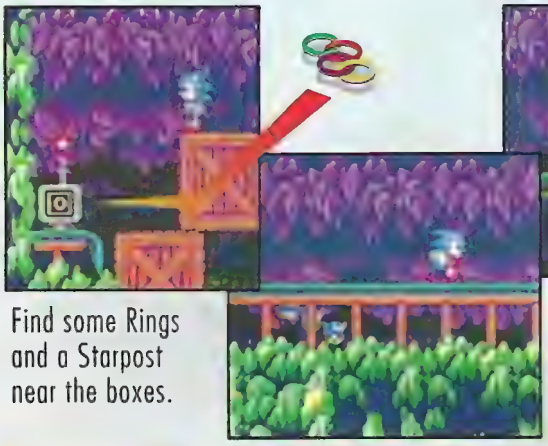
Once again, zip by Crawlton.

Avoid the black mace and get the Ring bonus.

Spring up and past the vine curtain.

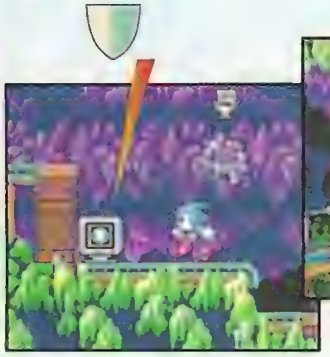
Take a vine down and spring again.





Find some Rings and a Starpost near the boxes.

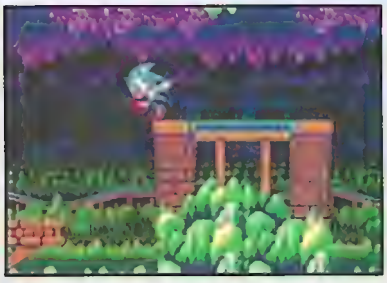
Keep going to the right and you'll come to a Ring bonus just past a black mace platform.



Get the Shield and continue to the right.

Go over the top and double back down and to the left.

Extra Sonic

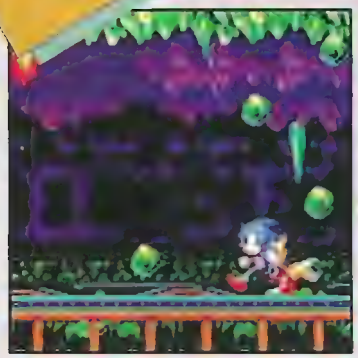


When you come to the second ledge, drop down along the right side.

There's an extra Sonic and a Red spring at the bottom.

Exit the 1-Up pit and run back to the right. Spring and climb to the highest point, then take either the spring or the vine to the top. Run right. Robotnik is waiting!

Robotnik



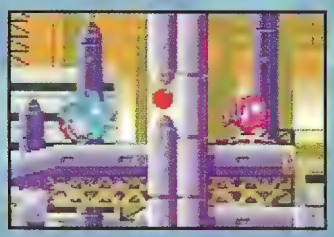
Robotnik will shake a lot of stuff out of the roof. Only the stalactites will hurt you. Spin-attack the Mecknocart when the rotating drills are down. Keep on hitting Robotnik and avoiding the stalactites until he's done. He'll run away again . . . this time to the Oil Ocean Zone.

OIL OCEAN ZONE

GOALS FOR THIS ZONE

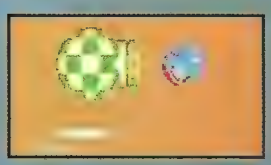
Robotnik's up to his old slippery tricks. This time he's built this nasty oil refinery full of mutant sea creatures, deadly traps, and secret routes. The oil ocean itself is thick crude. You can bounce on top of it if you fall down. Explore thoroughly. You never know what you'll find.

NEW ENEMIES



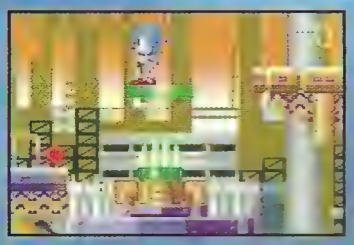
Octus
Octus moves up and down and spits a fireball at you. He's really pretty easy to defeat. Just use your handy Spin Attack!

Aquis
Aquis hovers above you and shoots. He's fast and accurate, so be careful when he's around. He'll follow you too, so move quickly when you spot him, or attack him and stop him for good!

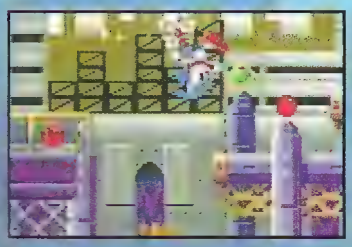


Balloon Spitters
They shoot you from one spitter to the other and leave you far away when they're done.

NEW PLACES

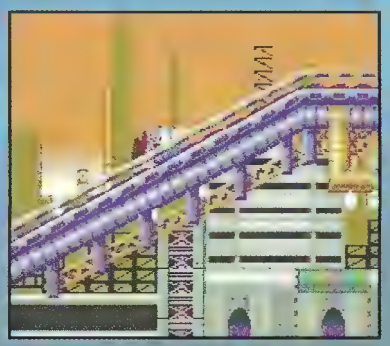


Pressure Plates
They blow every so often. Ride them up, but don't get burned.

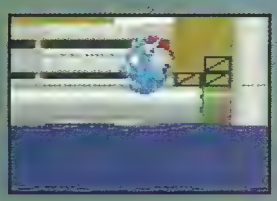


Fans
Sometimes they stop you from falling and sometimes they block your way.

Elevators
Ride them from level to level.



Oil Slides
You might as well enjoy the ride. There's not much else you can do! From the bottom, you can jump back up, but you'll need very good timing.

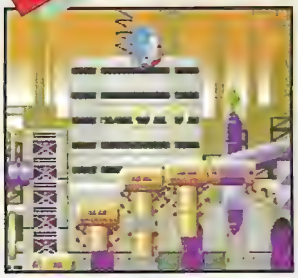


You can bounce on the oil, but don't stop or you'll sink!

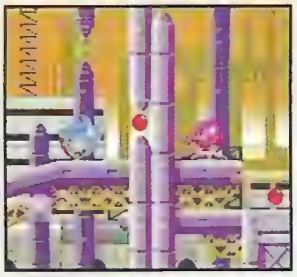
Oil Ocean Zone 1 Act

Oil Ocean Act 1 is a pretty wild place. Get used to slipping and sliding. Explore the many levels of this oil refinery to discover what secrets it hides.

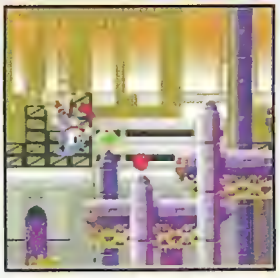
A Main Route



As you start to the right, watch out for breakaway platforms.

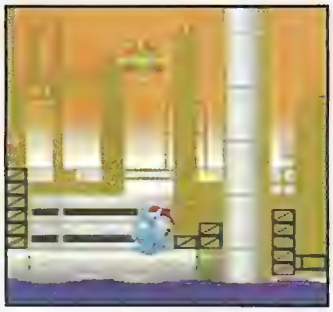


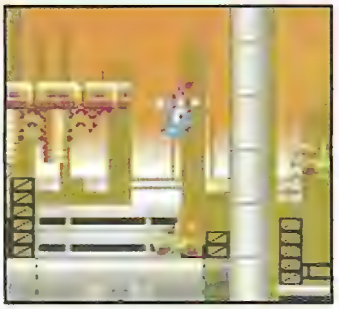
Spin right through Octus.

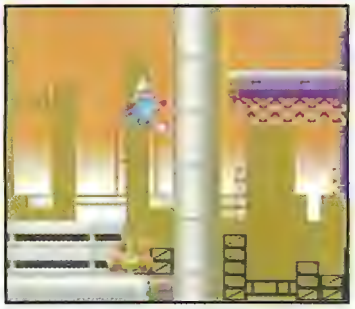


It's not pretty, but the fans prevent you from falling.

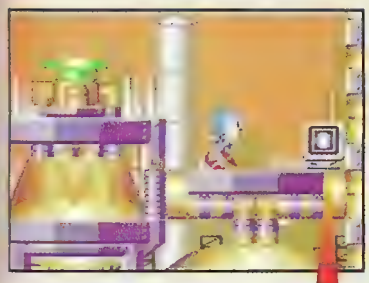
Ride this pressure plate upward, then jump to the left. You'll find a nice cache of Rings on a ledge.







After getting the Rings off the pressure plate, ride it again and jump off to the right. If you fall into the oil, use the fans to get back.



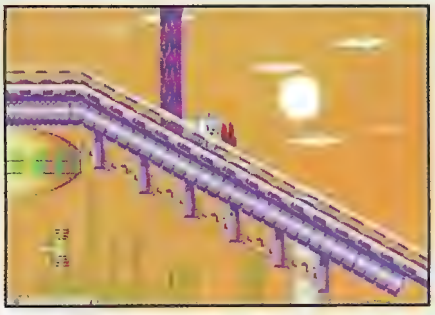
Find this Shield next to the second pressure plate.

If you drop down past the fan here, you start the shortcut (see next page).

To the right is a pressure plate with some Rings above it.

Keep going right and don't get hit by Aquis.

Don't worry. Jump across this gap and the fans will help you.



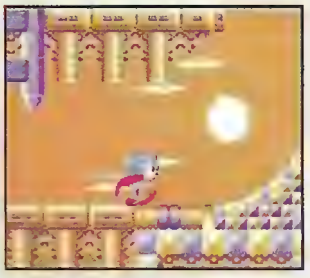
Once you're on an oil slide there isn't much you can do.

There's a Starpost at the end of this one.

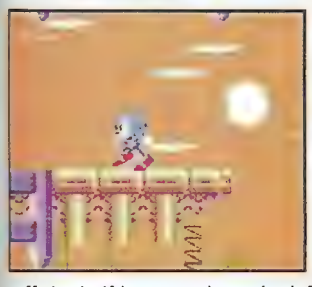
You could go down here but . . .

. . . run right instead.

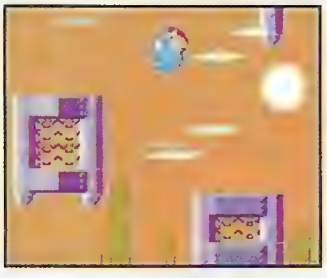
Run carefully past the three pressure plates and ride the last one up and exit to the right.

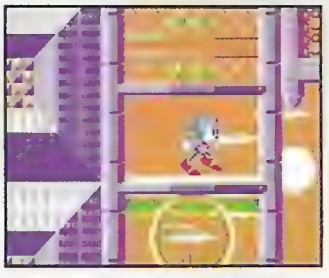


Hit the ramp at top speed.



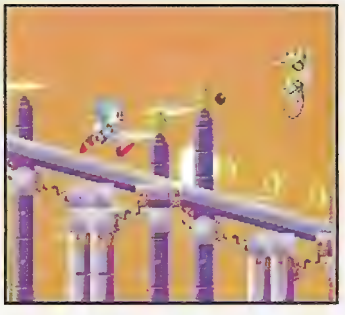
Off the half loop, angle to the left and then jump from ledge to ledge.





Take the elevator up.

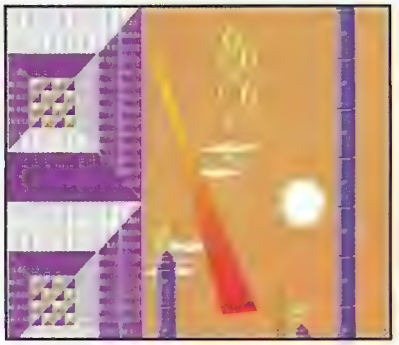
Run carefully down the hill. Watch out for Aquis.

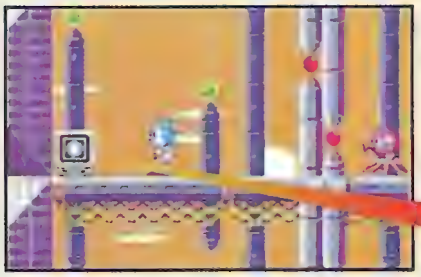


Jump on the launcher to go into the balloon spitter.

The last spitter sends you to a new ledge, or . . .

. . . if you want to, you can fly all the way up onto the roof. There's not much point to it, though.

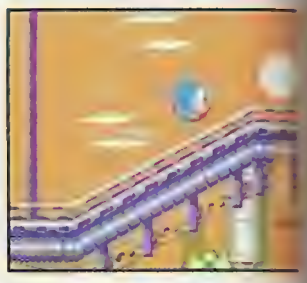




Otherwise collect the Shield and run right.

Find this Ring bonus at the end of the second oil slide.

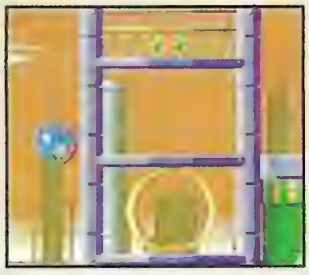
BONUS

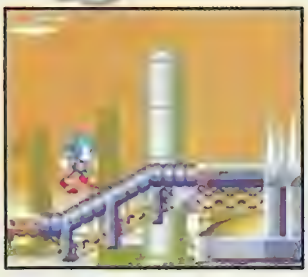


If you miss it, you can jump back up the slide.

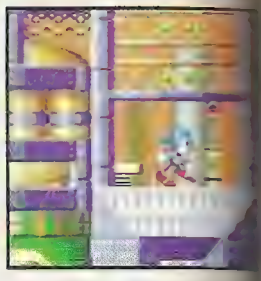
After getting the Rings, jump off to the right.

Collect an extra Sonic at the bottom of the drop.



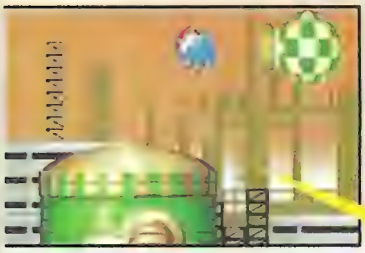


Jump to the left, through the elevator shaft, and drop all the way down to the bottom.



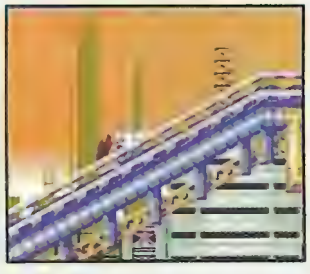
Find this Starpost to the right.

B Shortcut



Run to the left and jump into the launcher. The shortcut joins the main path nearby.

Drop down past the fan to begin the shortcut.



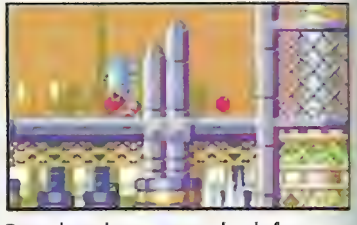
The slide will take you down into the sea of oil.

Use the fans to get you back up onto the platforms.

Through the elevator, go right, past the fan.

Pick up a Ring bonus to the right.

Keep moving toward the right.



Exit the elevator to the left.

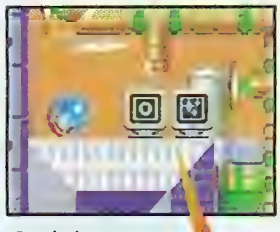
Ride the pressure plate and jump off to the right.

From here, just run right to the end of the Act.

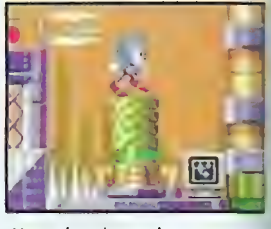
BONUS

Use this launcher to take you back near the last launcher of the main path.

The Yellow spring takes you up here.

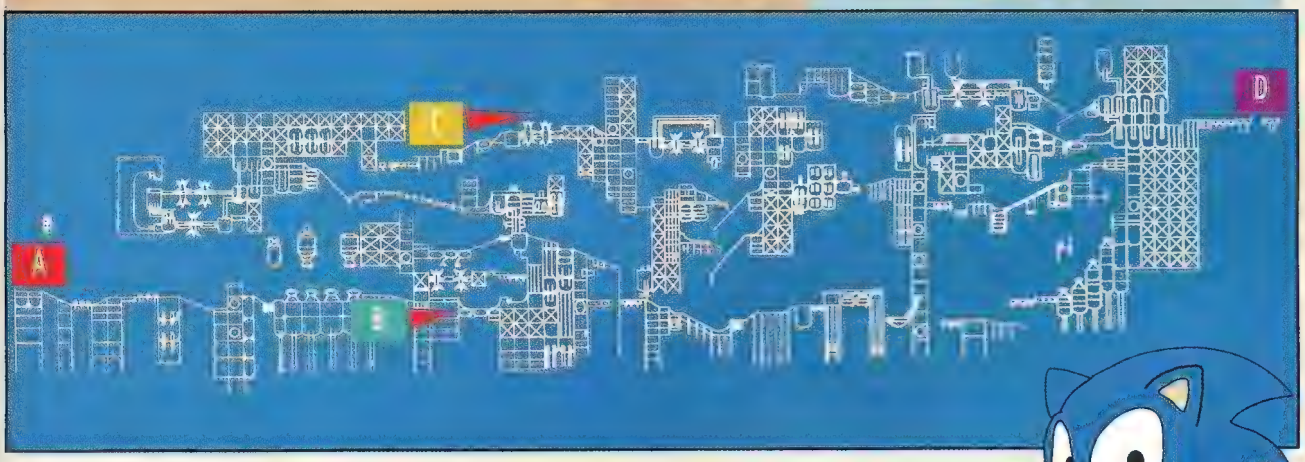


Find these items under the elevator.



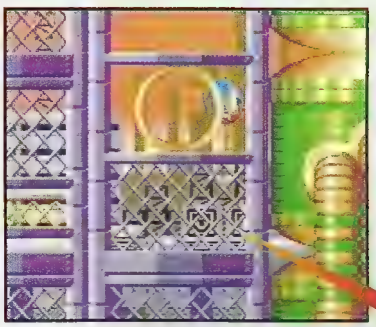
Use this launcher to take you back to the main path.

OIL OCEAN 2 ZONE ACT

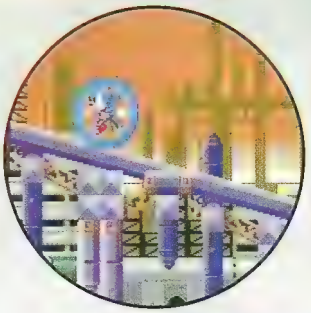


Oil Ocean Act 2 can get pretty confusing. Even though there are lots of paths to take, you can divide this Act into three routes—Route 1, Route 2, and Route 3.

A Getting Started



Make the elevator go up by itself, get the Ring bonus and Shield, and run back left to reset the elevator. Then ride up.



Two of these pressure plates send you into balloon spitters.

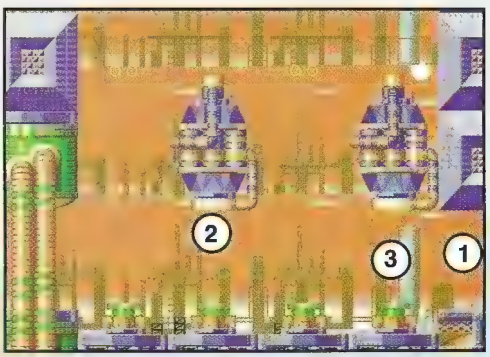
It's best to travel by Route 1 or Route 3. Route 1 lets you find pretty much all of the interesting items in Oil Ocean Act 2, but it's a long way to go. Route 3 takes you very quickly to meet Robotnik at the end of the Act.

Keys to the routes:

1 If you pass the four pressure plates you'll stay on what we'll call Route 1.

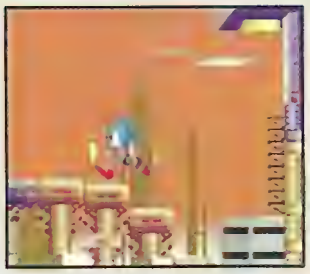
2 If you ride the second pressure plate you'll end up on Route 2.

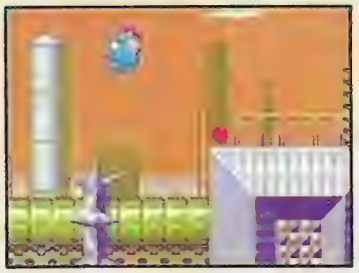
3 If you ride the fourth pressure plate you'll go on Route 3, the fastest.



B Route 1: The Long Road

Just past the four pressure plates, push on this plunger. When you let go, you'll speed up the half loop. Head left off the loop.

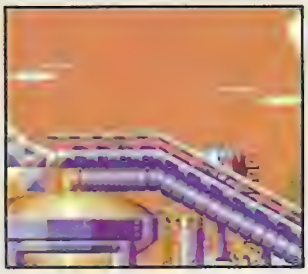


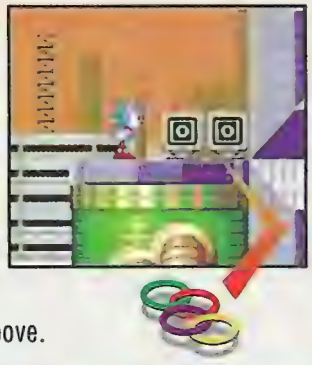


Look out for this spike cylinder. Jump over the moving spike collars.

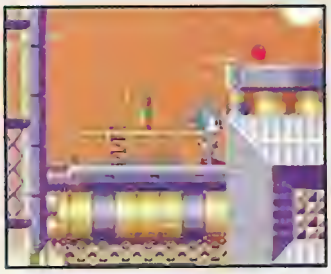
From the elevator, head right.

Don't let this fan stop you. Keep heading right.

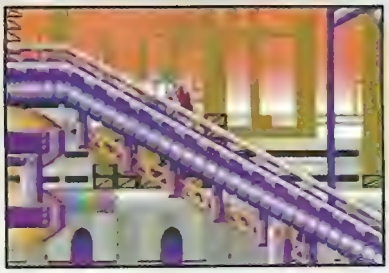




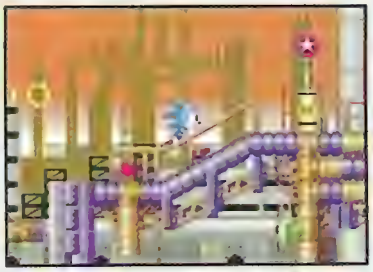
This slide takes you down, but keep going right and jump off the Red spring to find the 20 Rings on the ledge just above.



You could spring up to the higher path here, but don't do that!



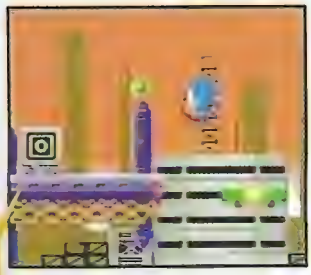
Instead, keep going to the right and take another slide.



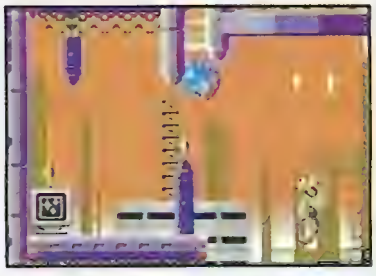
Keep going past the Starpost and . . .

. . . the three Octuses.

Ride the dipper swing and jump off to the right. If you don't jump, the dipper will separate and you'll end up in the oil.



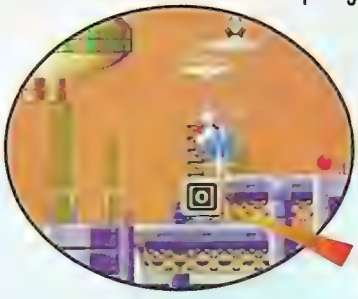
Ride the second pressure plate to find a Ring bonus to the left.



Ride the fourth pressure plate to collect an Invincibility before Aquis gets you.

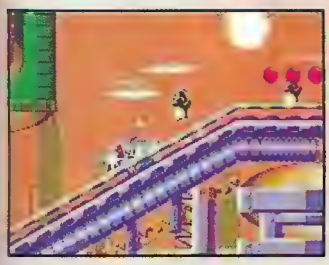
Take the elevator up and exit to the left.

BONUS

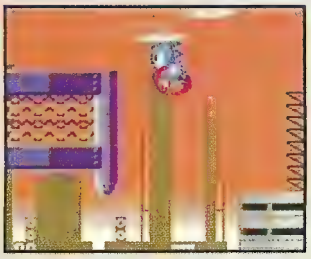


Here's another Ring bonus!

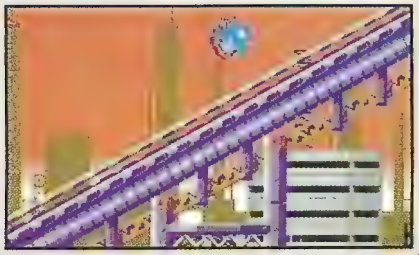
BONUS



Get plenty of speed on this slide. You're going to need it!

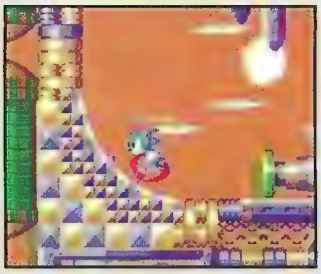


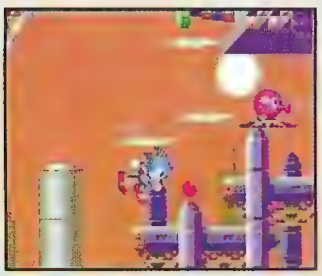
Fly off the half loop at the end of the slide to the upper ledge.



If you don't make it, you can jump back up the slide and try again.

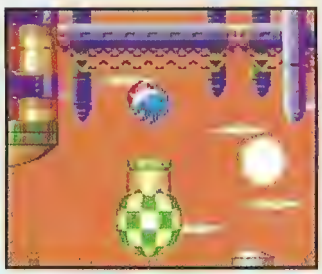
Ride the elevator up and find a fine reward—30 Rings and an Invincibility!



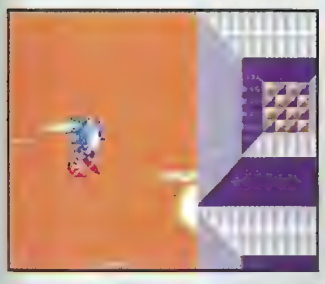


Use the plunger to get up to the higher level, but watch out for Octus. He's waiting on the second ledge.

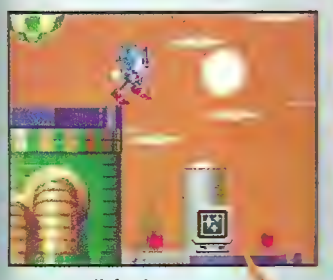
This launcher will send you into the balloon spitters.



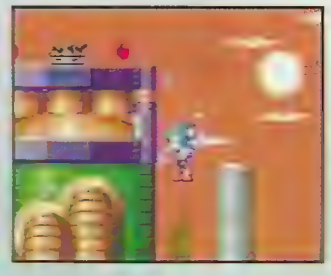
Here's the last spitter. When you come out of this, angle left.



You'll end up on top of the roof. Run to the left and drop off the edge. If you go left, you'll find Power Sneakers. But to the right. . .



. . . you'll find an Invincibility bonus and . . .

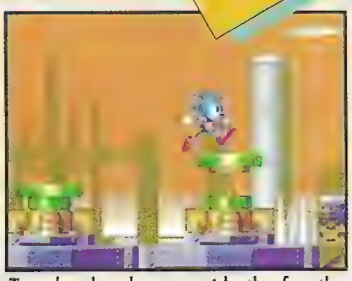


. . . if you drop off to the right again . . .

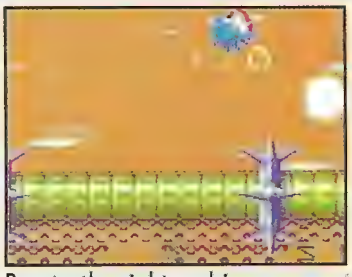
. . . an extra Sonic!

To get to the end of the Act, jump off to the right and enter the launcher. When you exit, run to the right. Look at the top of each slide for power items. Keep going right off the last slide and you'll come right to Robotnik.

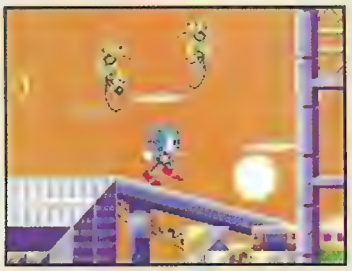
C Route 3: The Shortcut



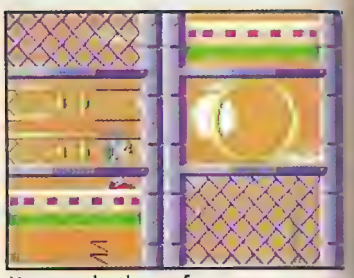
To take the shortcut, ride the fourth pressure plate at the beginning.



Run to the right and jump over the spike collars on the cylinder.

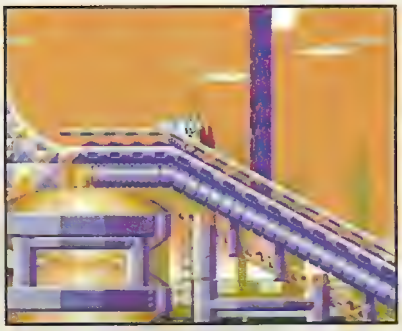


Look out for Aquis. If you're careless, they'll get you.

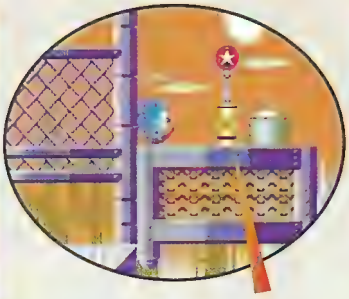


Next, ride down four elevators.

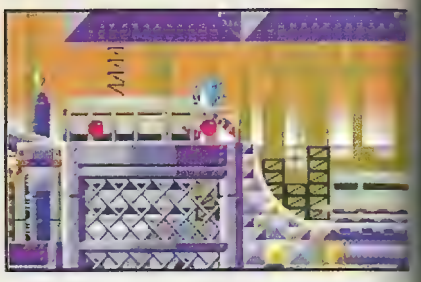
Run to the right, past Octus.



Slide down to the bottom.



If you jump off to the right after the first slide, there's a Starpost.



If you run to the left after the fourth slide, you'll come to the Red spring that takes you to the double Ring bonus of Route 1.

How to rejoin Route 1

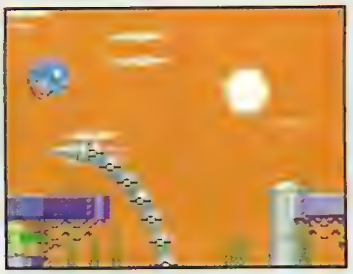
If you run to the right from the Starpost above, you'll end up at a launcher. It takes you to a location at the bottom of the slide leading to the 30 Rings and Invincibility of Route 1. Jump back up to rejoin Route 1.

If you slide all the way down to the bottom, you'll end up near the dipper swing. From here, follow Route 1.

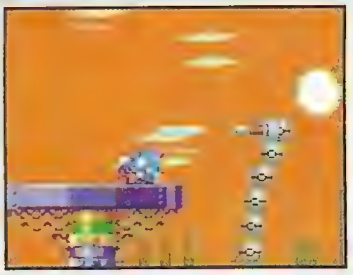
If you take the launcher that leads to the 1-Up, you can go straight to the end by heading right instead of landing on top of the building.

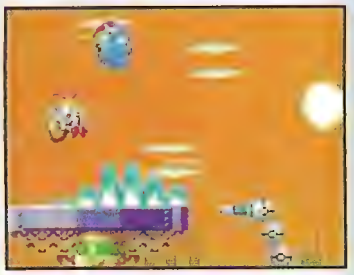
D Robotnik

When Robotnik appears in his strange sub, give him a Spin Attack for a welcome. You might even be able to jump on him twice before he ducks under the oil again.



Then he'll send up a snaky probe. Jump over it.





His laser gun will shoot three times. Usually you can duck the shots. Sometimes it will shoot low. Get read to jump over the low shots.

Keep jumping on Robotnik when he appears and he'll soon be an oil slick.

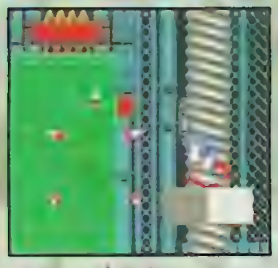
METROPOLIS ZONE

GOALS FOR THIS ZONE

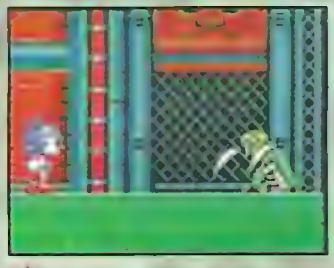
The Metropolis Zone is some kind of a demented nightmare from the disturbed sleep of Dr. Robotnik. It's like running around in a big machine. You'll have to be on your toes at all times. Robotnik's minions are everywhere and they are good at taking you by surprise.

NEW ENEMIES

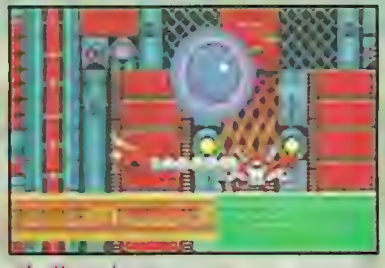
Asteron
When Asteron explodes, try to position yourself between his starpoints, as in the picture to the right.



Nuts and Bolts
Run right or left to move the nut on the bolt and move up or down.

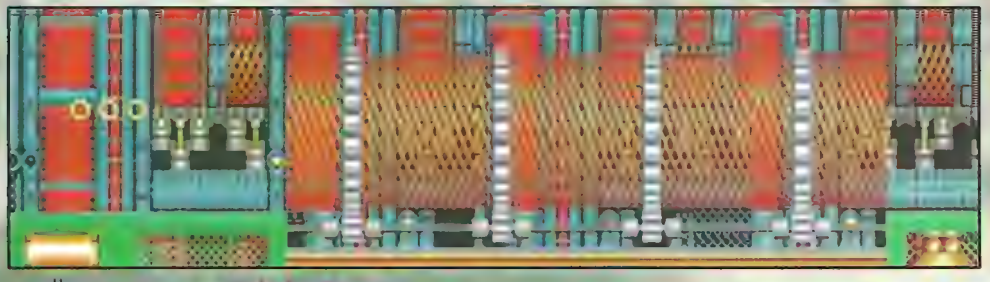


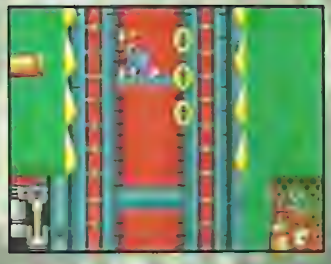
Slicer
Slicer will throw his blades at you. He'll try to home in, but you can usually jump over him safely.



Shellcracker
Shellcracker is tough. He can't be hurt when his claw is out. Hit him on the body.

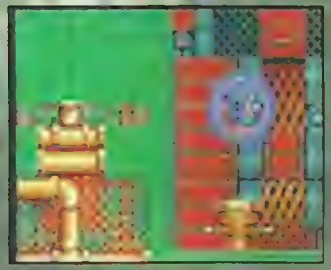
NEW PLACES



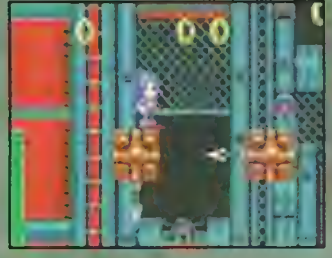


Bumper Walls
This is a bumper wall. Jump onto the bumpers and you'll go upward.

Tubular Cages
Run through the tubular cages and try not to get dizzy.

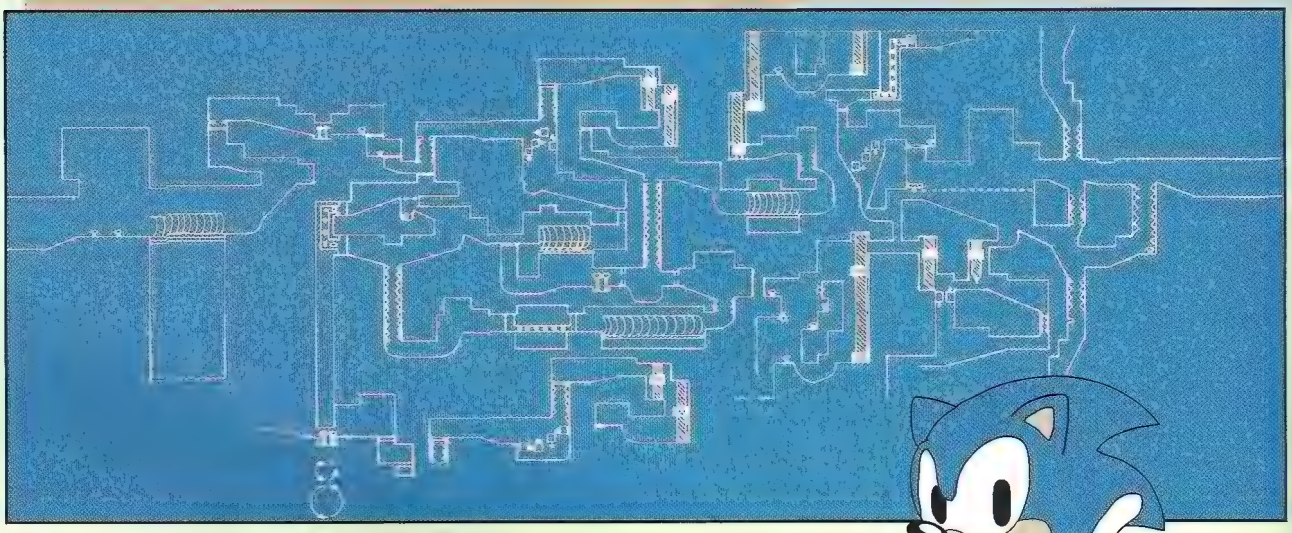


Poppers
Poppers will blow every so often and propel you upward. Don't get burned by the steam coming out the sides.



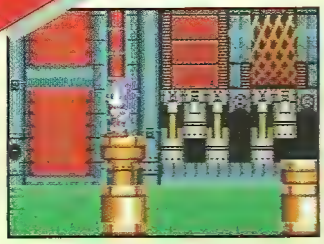
Spikes
These spikes move in a clockwise rotation. This would not be a good time to jump.

METROPOLIS ZONE 1 ACT

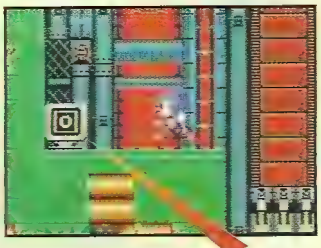


The best advice for Metropolis Zone Act 1 is to make it through alive. There are several alternate routes, but they don't get you much, so stick to the main path and be wary.

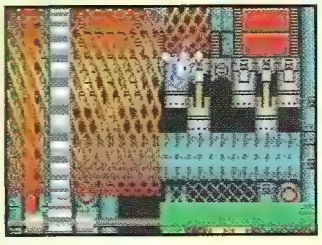
The Long and Winding Road



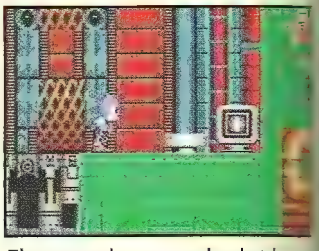
Start off to the right and jump on the first popper. Wait for it to pop.



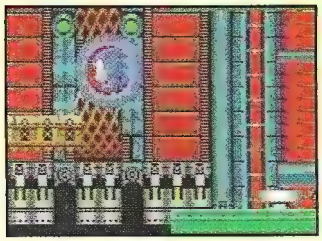
Find a Ring bonus to the left.



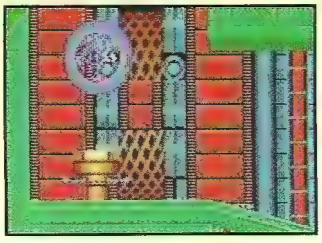
Then run to the right and through the tubular cage.



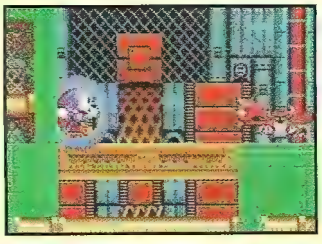
This switch opens the bridge above and to the left.



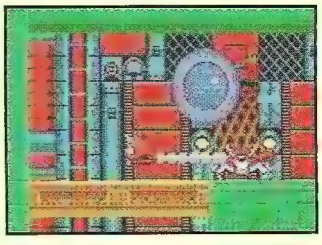
Jump onto the bridge before it retracts and run left.



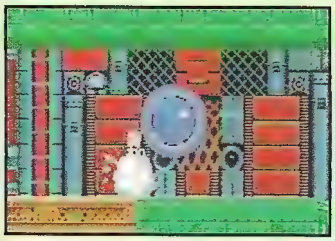
This popper sends you up to a new level, but be careful. . .



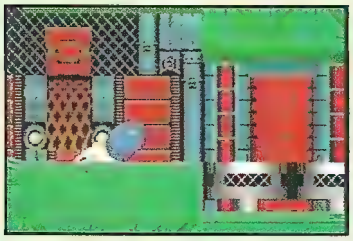
. . . Shellcracker is waiting. Try to land to the left.

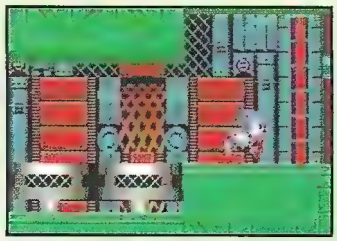


Then jump up over Shellcracker.

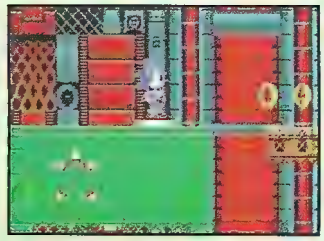


You should either clear Shellcracker or hit him.

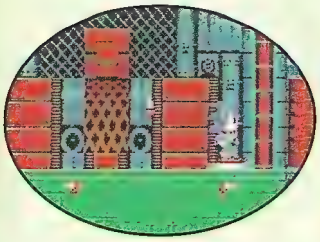




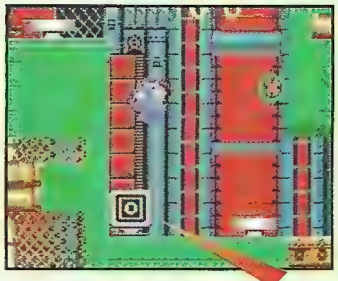
The best way to get through these pistons is to use the Super Speed Dash and go when they are down.



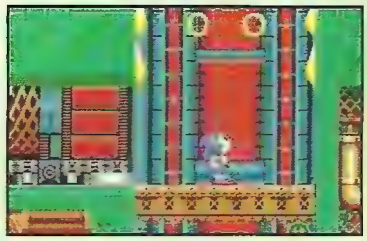
Learn to avoid Asteron by being in the right position.



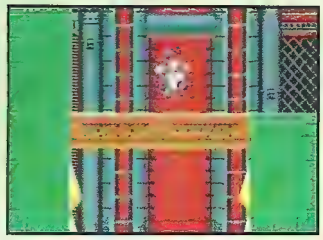
When you are lined up between the starpoints, you're safe.



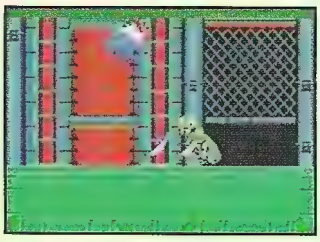
Drop down for 10 Rings.



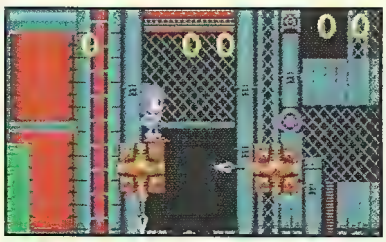
Here you can go up or down. Let's go up.



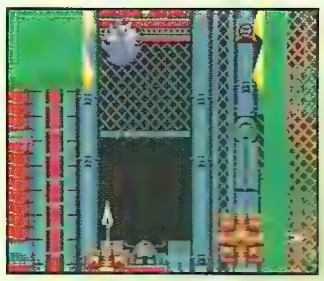
At the top of the bumper wall you'll head to the right.



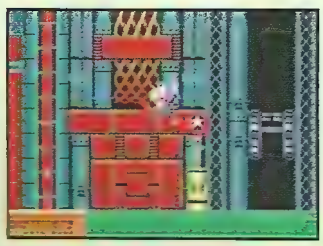
Jump over Slicer before he can hit you with his homing blades.



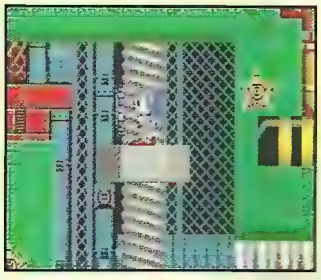
Don't jump now! The spikes move clockwise!

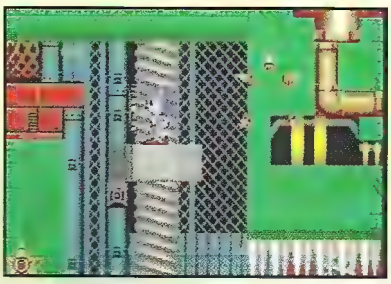


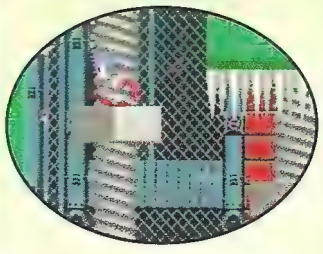
Jump from the spike blocks to the bumper wall at the top.

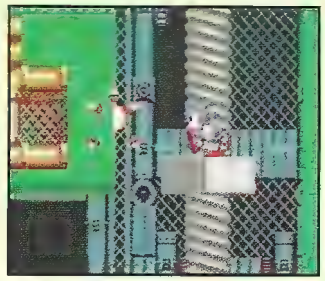


There's a Starpost after the bumper wall.

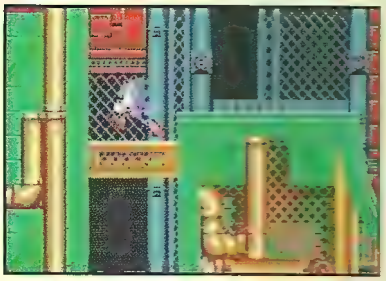


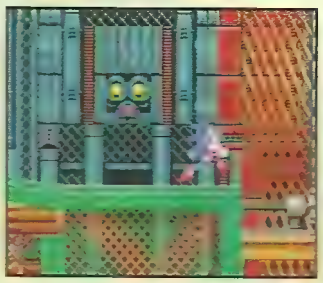


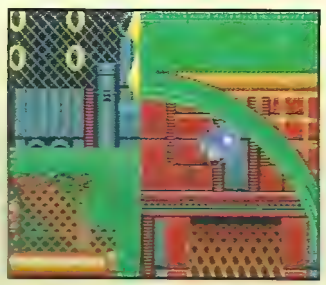


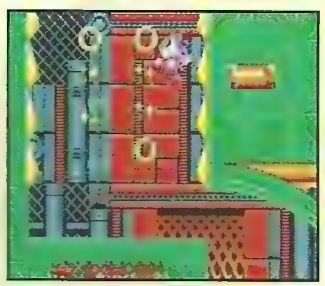


Head onto the nut platform and run down to the Shield, but watch for Asterons! Run down slowly and position yourself between the starpoints to avoid getting hit. Now jump onto the second nut, but watch out for the spikes. Run on the nut platform until you reach the bottom.

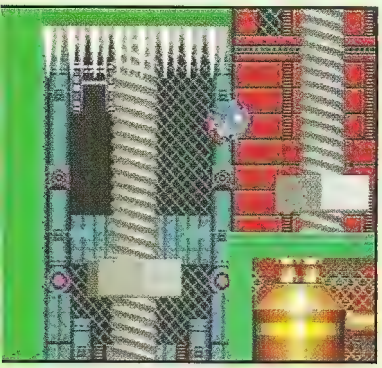




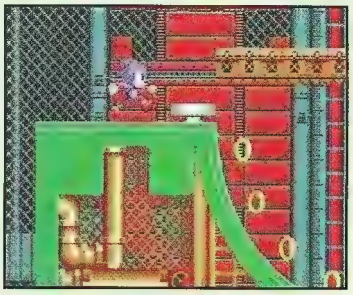




Ride this platform down and run through another tubular cage. Speed up through the half loop and into the bumper wall.

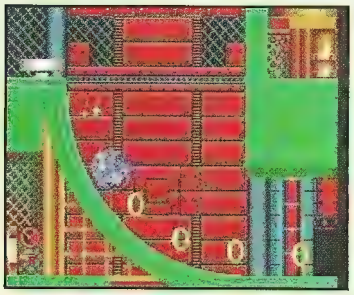


Ride up the nut and jump to another, but watch the spikes.

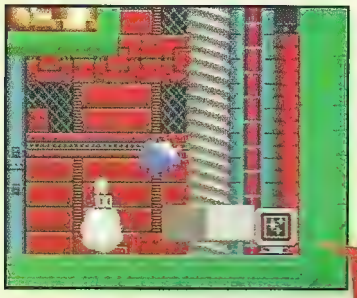


From here you can go up or down. Both ways end up the same.

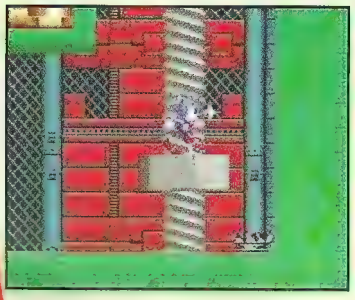
Spin down the ramp . . .



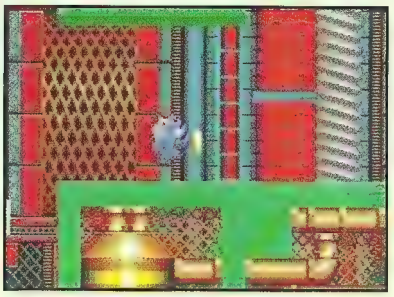
. . . jump Slicer . . .



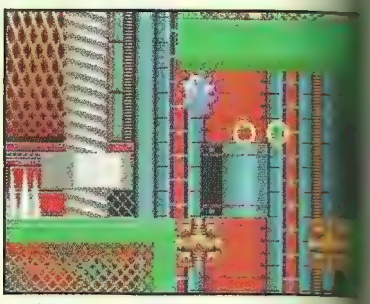
. . . get the Invincibility and . . .



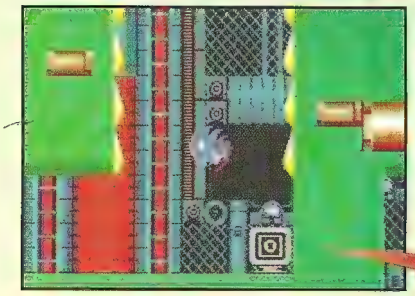
. . . spin up the nut platform.



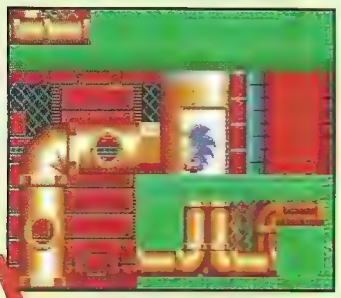
Run across the ledge to another nut platform and ride it down.



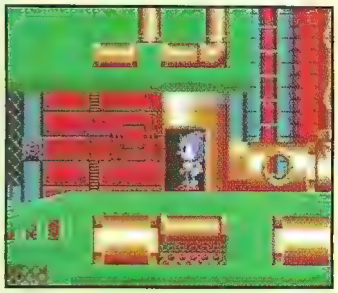
At the bottom of the second nut platform, jump over the spike bloc

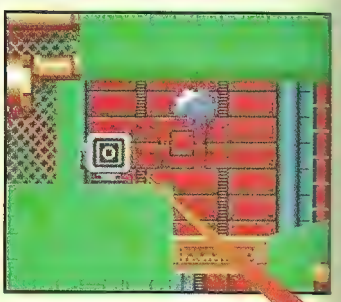


To the right of the spike blocks, jump down the middle of the bumper wall and collect a few more Rings.

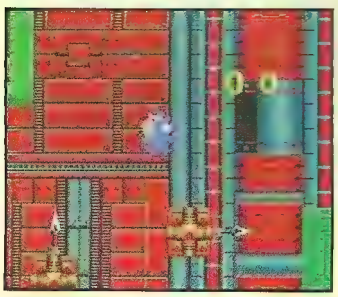


To the left is this elevator. It leads down and further left.

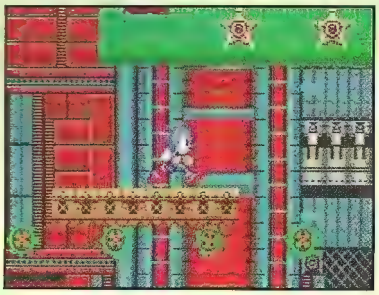




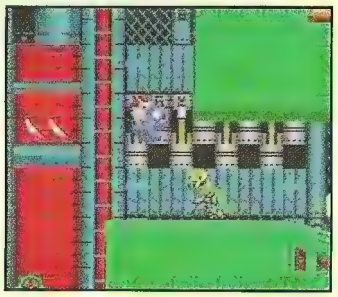
Collect a Ring bonus and ride the platform down.



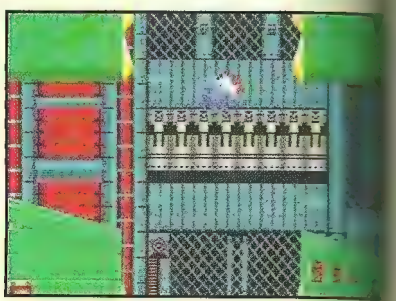
Carefully jump over the spike blocks and exit up and to the right.



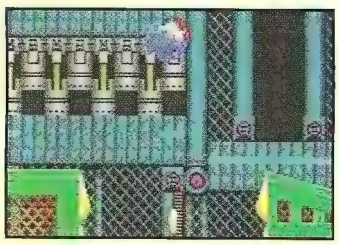
Ride this conveyor platform to the right.



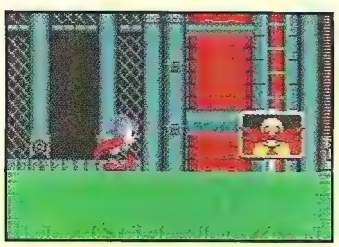
Jump Slicer at the end of the line.



Jump across this gap. If you fall here, it's an endless tunnel. Push to one side or the other to get out.

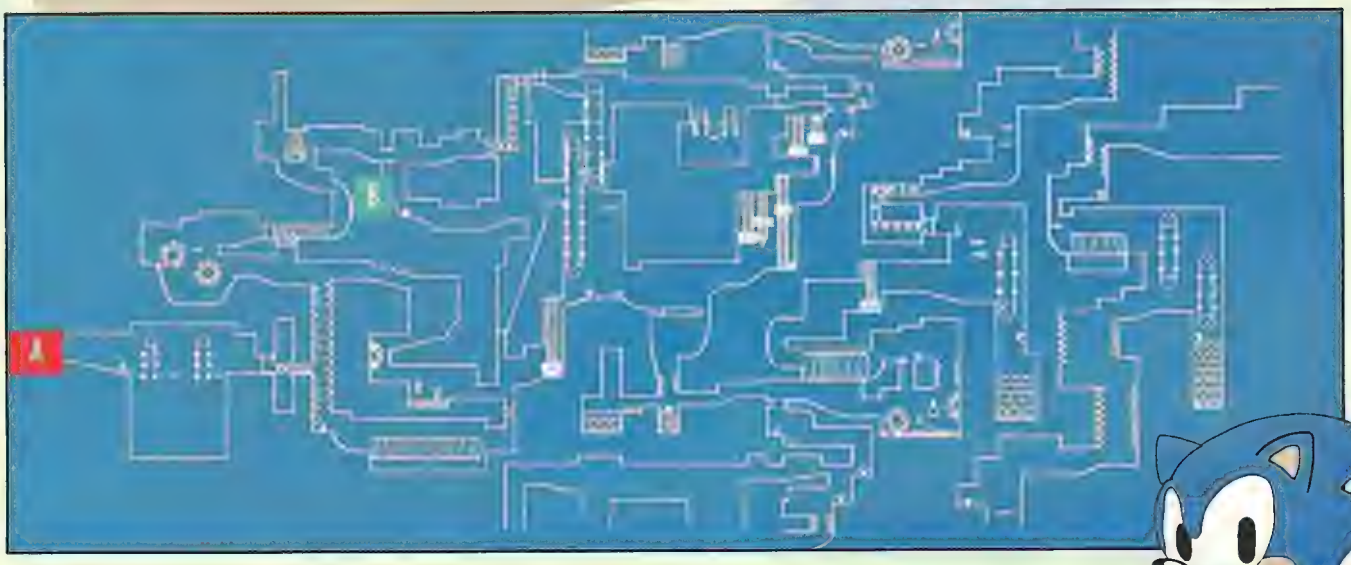


One more river to cross. Well, one more gap, and then you're at the end.



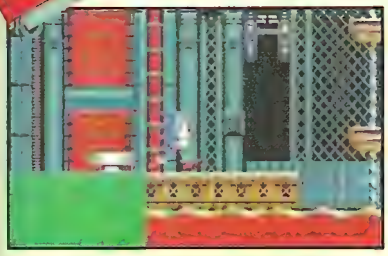
Now get ready for Metropolis Zone Act 2.

METROPOLIS ZONE 2 ACT

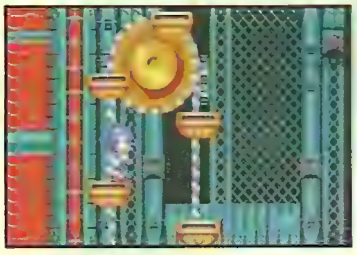


Metropolis Zone Act 2 is long and hard.
You'll need all your wits, skills, and balance to get through here. There are a few hidden rewards, but the best reward is getting out alive! There is one basic route (Route 1) and a subroute that gets you some extra Rings (Route 2).

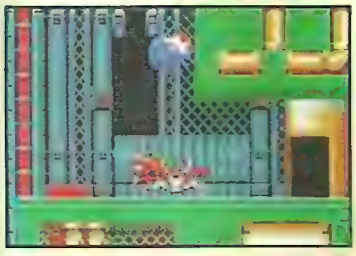
A Route 1: The Long, Hard Road



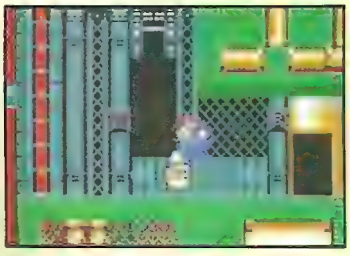
Press the switch to reveal a bridge and then jump onto the pulley platforms.



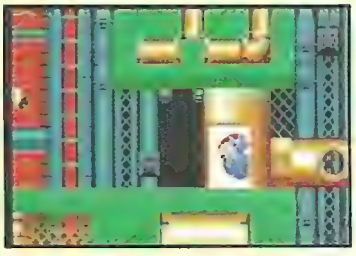
Jump from one pulley platform to the other, using the floating platforms between them if necessary. Finally, jump across to the ledge. Be careful of Shellcracker and don't jump over if he's just on the edge. Wait until he backs up.



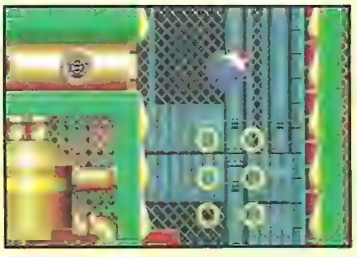
You can jump over Shellcracker or . . .



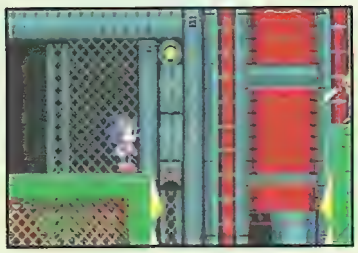
. . . hit him in the body.



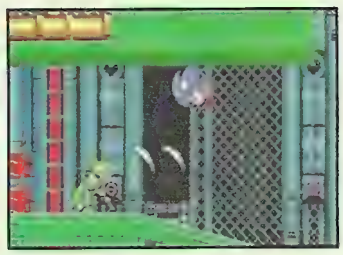
Enter the elevator and . . .



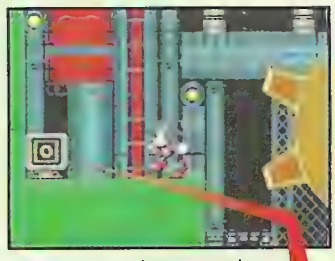
. . . come out in a bumper wall.



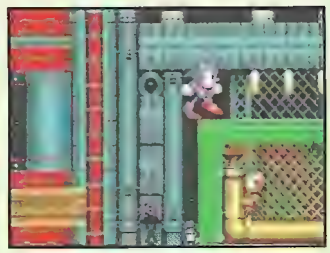
At the top of the wall, you can go down, left, or right. Route 1 goes left.



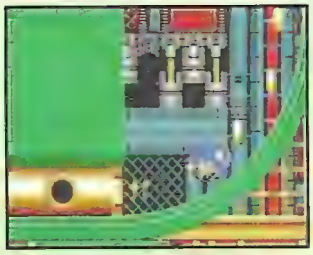
Run left and jump over Slicer.



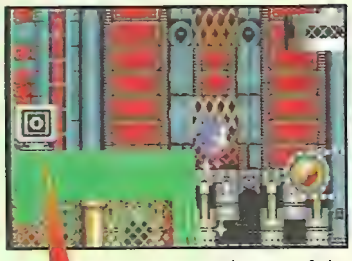
Here's a Ring bonus on the other side of the cog room.

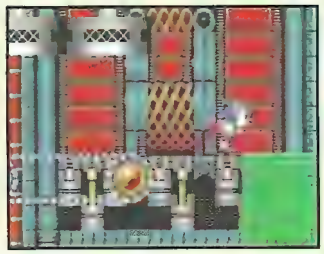


Exit the room to the upper right.



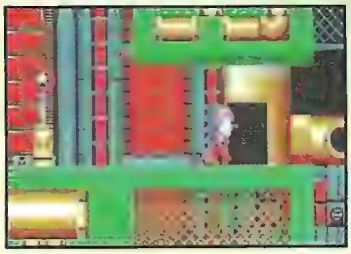
To the right is an elevator that lets you out on this half loop.



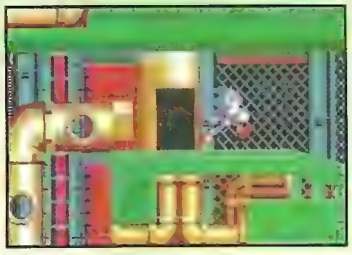


At the top of the half loop is a Ring bonus. Use your Super Speed Dash to cross safely under the pistons.

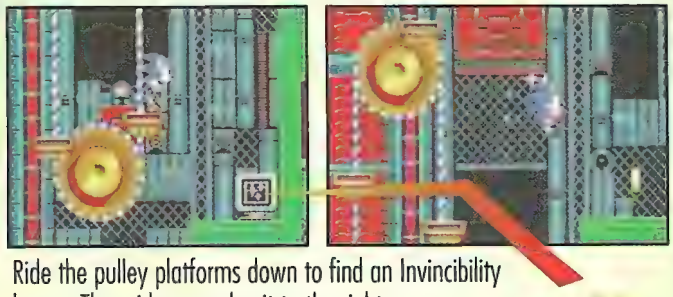
Now ride this platform under the spikes. Route 2 starts here.



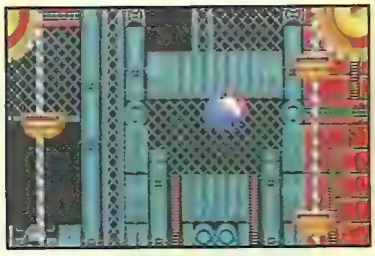
You'll come to a Starpost and beyond it, an elevator.



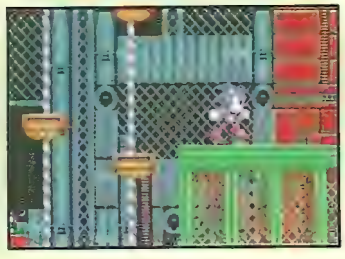
Exit the elevator to the right. You'll come to some pulley platforms.



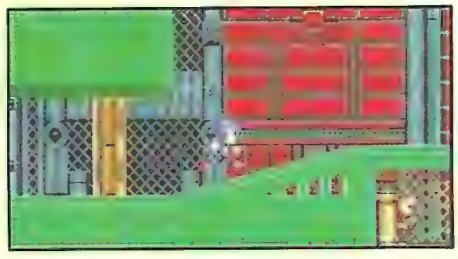
Ride the pulley platforms down to find an Invincibility bonus. Then ride up and exit to the right.



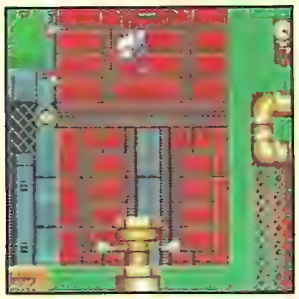
More pulley platforms.

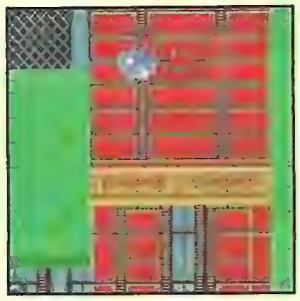


Again exit to the right.

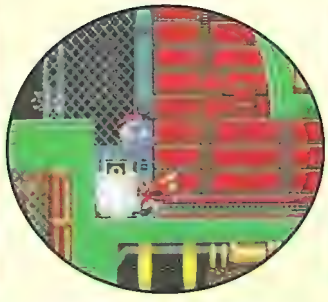


Once you go through this door, you can't return.

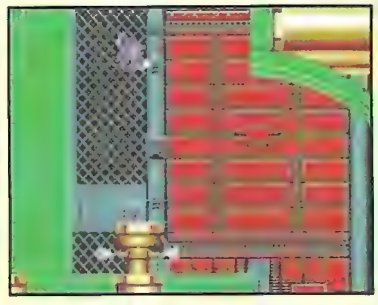




Pop off the popper and onto this bridge.

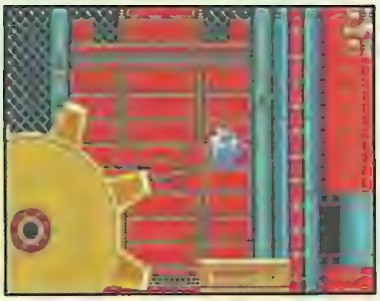


There's a Ring bonus to the left, but watch out for Shellcracker!



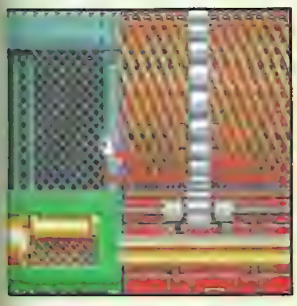
Another popper will send you high in the air and . . .

. . up to another bridge.



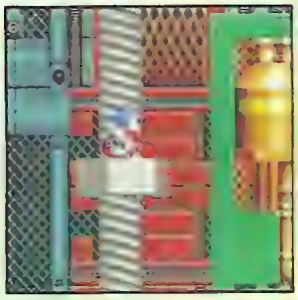
Jump across the cogs and exit this room via the bumper wall in the upper-right corner.

Come to this Starpost, press the switch, and jump over to the bridge.

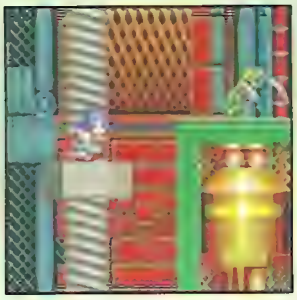


Run through the tubular cage.

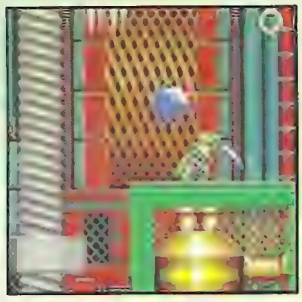
Speed around the loop and . . .



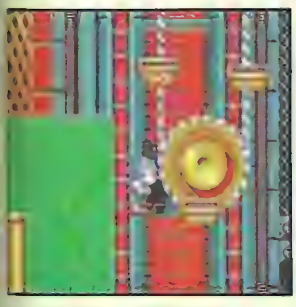
. . . ride up the nut platform.

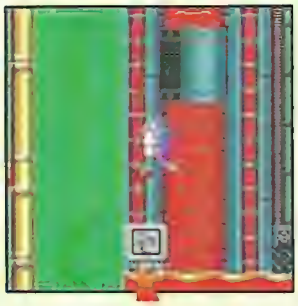


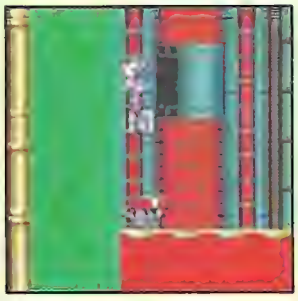
Wait until Slicer turns his back.



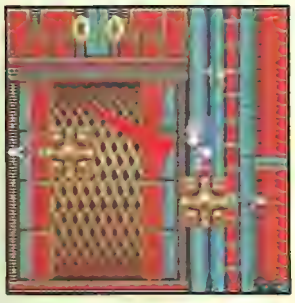
Jump him when he's not looking.







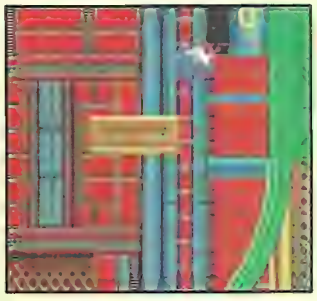
When you get to the next set of pulley platforms, drop off the edge, hugging the wall, and you'll find a 1-Up at the bottom. The Red spring will send you back up again.



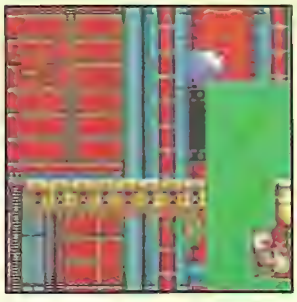
From the pulley platforms, you'll have to jump across several spike blocks to exit in the upper-left corner of the room.

Take an elevator ride.

Out of the elevator, run right through the one-way door.

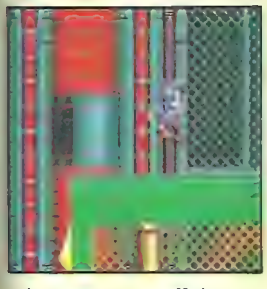


Run up the loop and jump off the side to land on the platform.

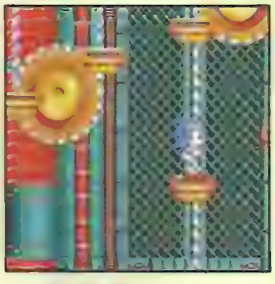


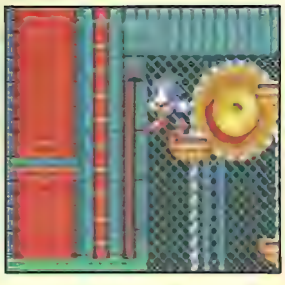
When you come to this bridge, head up and to the right.

Find this Shield at the top of the wall, then go up another wall.

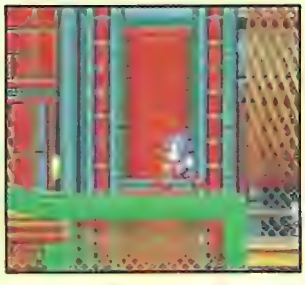


When you come off the second wall, head right.

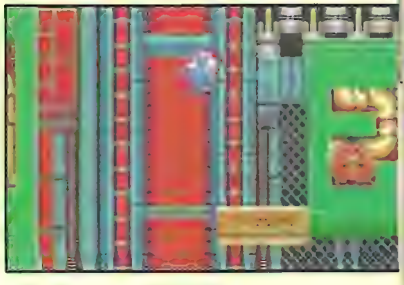




Ride up the first pulley platform, jump over to the second, and exit in the upper-left corner of the room.

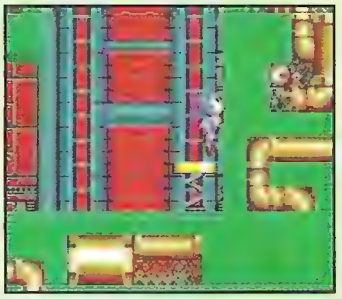


Run through another cage . . .

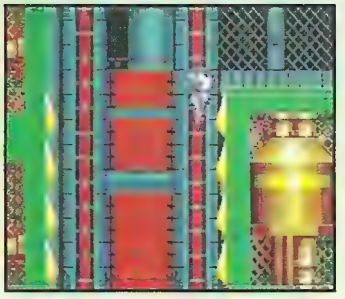


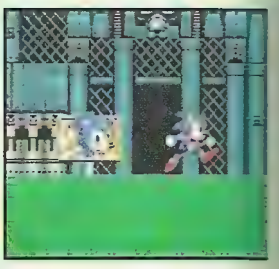
. . . onto another platform and . . .

. . . run right to this Yellow spring.



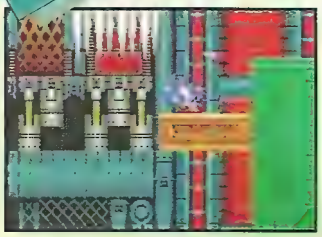
Finally, you'll bounce up this bumper wall and . . .



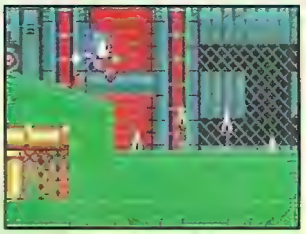


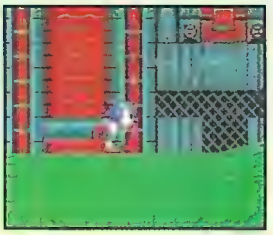
. . . run on to the end.

B Route 2: Extra Rings

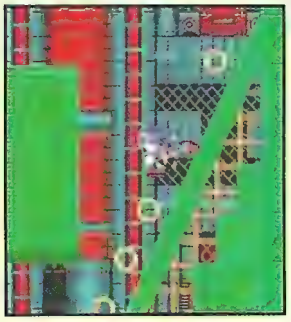


From this point on Route 1, jump down.

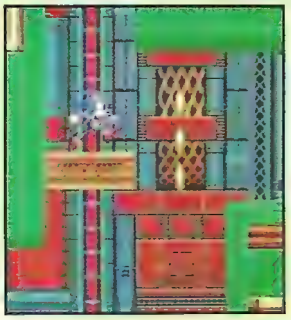




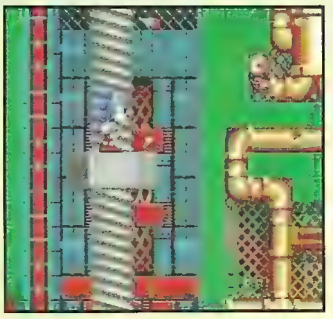
Run quickly, but carefully, over this section. There are hidden spikes here.



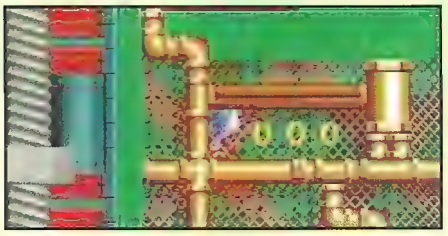
Now run down this diagonal wall.



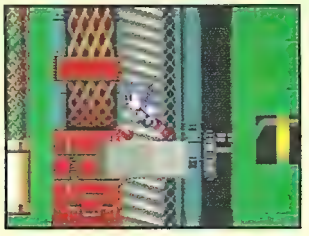
Ride this platform down and head to the right.



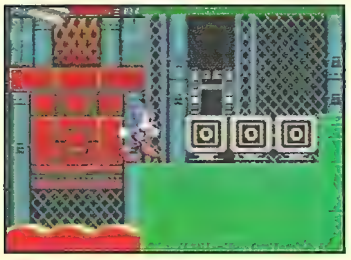
Run up the nut platform and keep your eyes open as you climb.



Look for the three coins to the right and take the secret passage across.

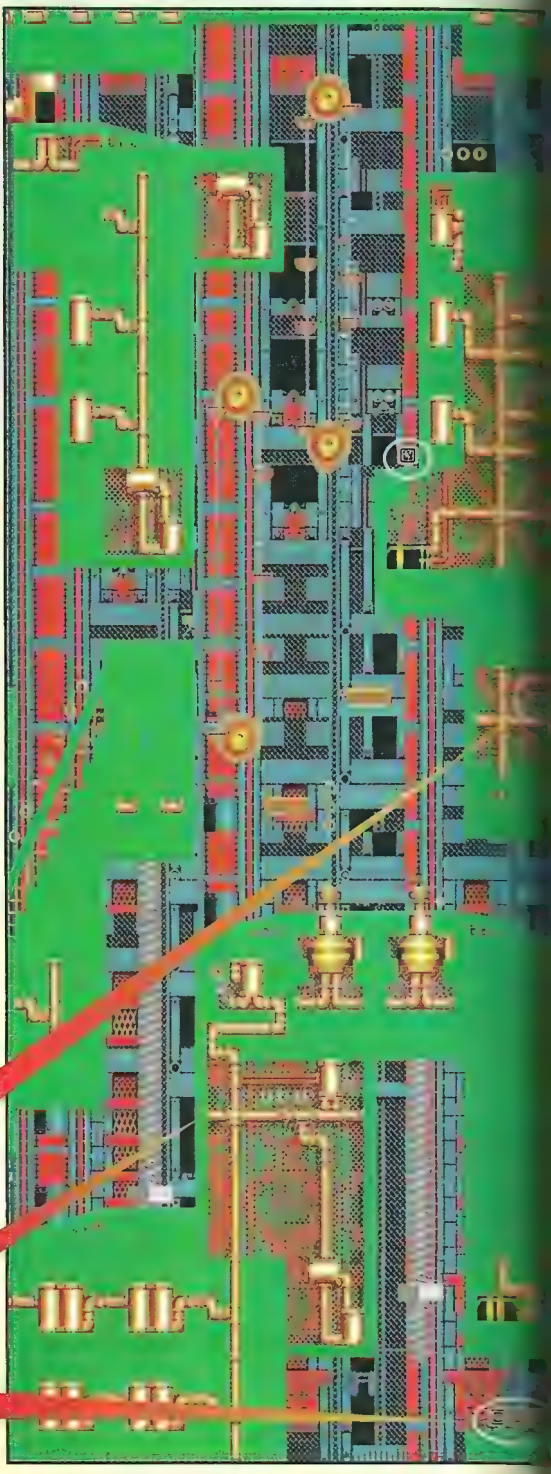


Ride down a second nut platform and . . .



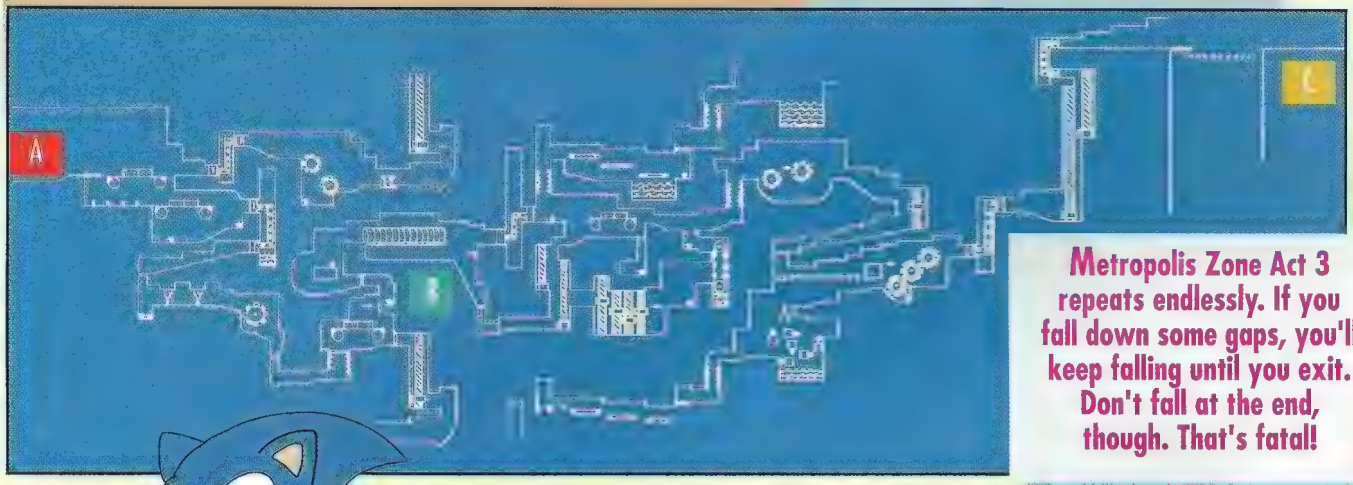
. . . collect 30 Rings!

Keep moving to the right after collecting the 30 Rings and you'll rejoin Route 1 just after the first one-way door.



Secret Passage!

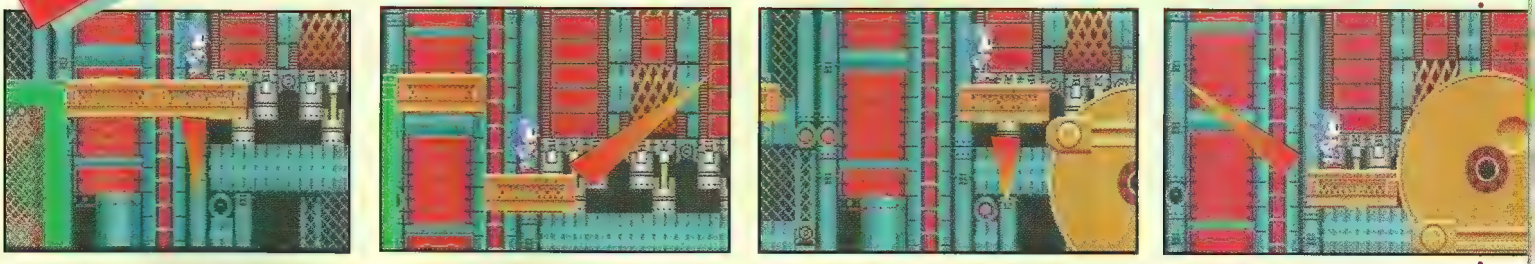
METROPOLIS ZONE 3 ACT



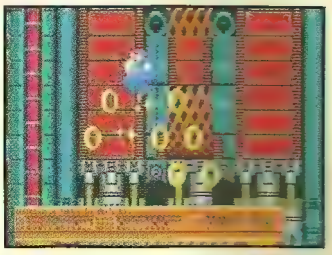
Metropolis Zone Act 3 repeats endlessly. If you fall down some gaps, you'll keep falling until you exit. Don't fall at the end, though. That's fatal!

You probably thought Act 2 was the last you'd see of Metropolis Zone, but NOOooo! Metropolis Zone Act 3 is even longer and harder than Act 2, but if you made it this far, you can make it to the end. Robotnik is waiting this time. Don't worry, there's no Act 4!

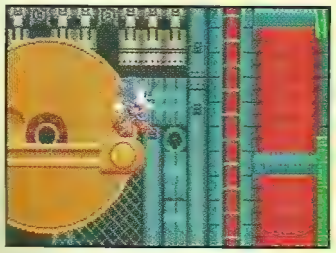
A Route 1: The Main Path



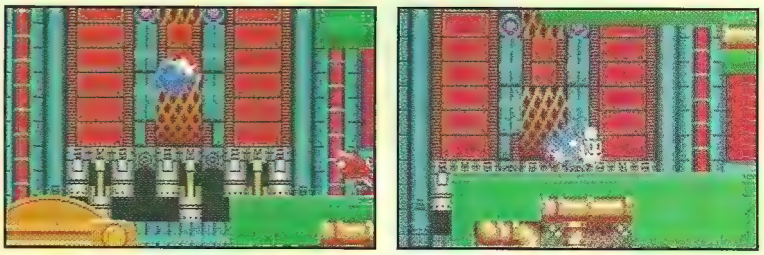
These platforms are unusual. Each time you jump, they move. These pictures show the pattern the platforms follow.



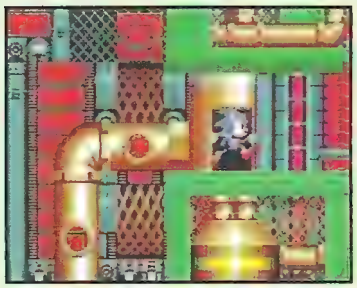
Grab the Rings at the top of the camshaft.



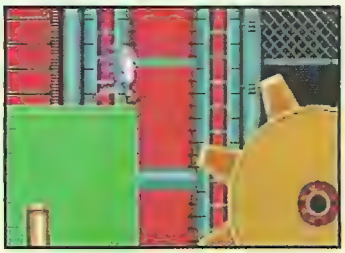
Then get ready to jump to the right.

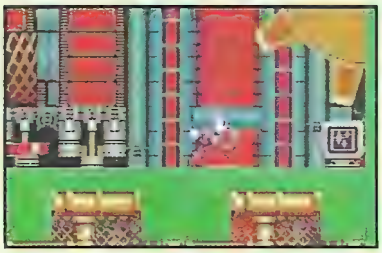


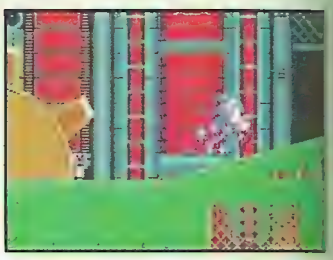
Look out for Shellcracker. Don't jump if he's right on the edge. Jump to the ledge, jump over him, and then hit him in the body.



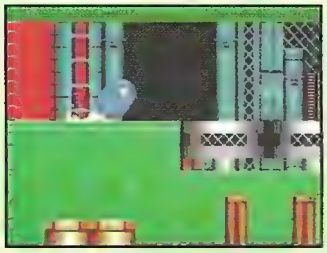
Take the elevator to the next floor.



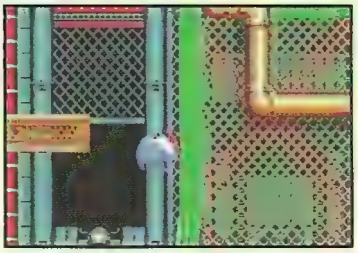


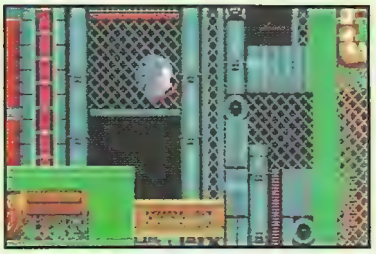


Jump into the cog room and find the Invincibility bonus in the lower-right corner. Then use the Red spring to bounce back up to the top and exit the room to the upper right.

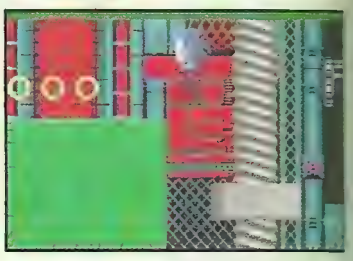


Speed by the pistons and . . .

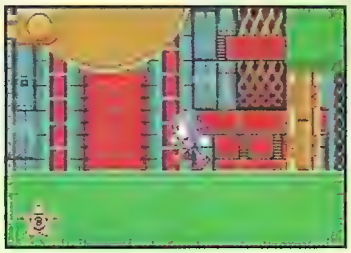




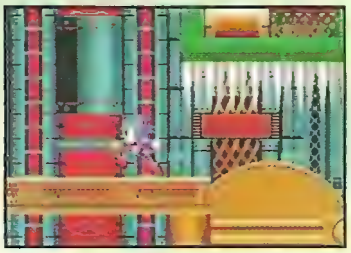
. . . keep on going up the half loop. Jump off onto the platform. Don't go too fast or you might hit the ceiling spikes.



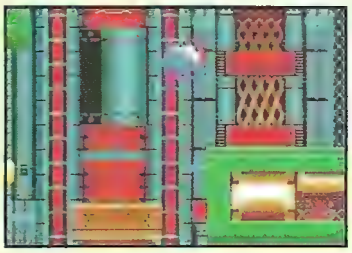
Run up on the nut platform and jump off to the left.



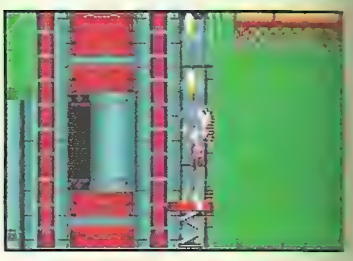
You'll run through a one-way door.



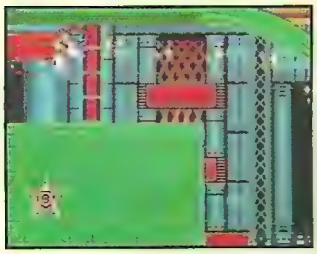
Ride the cam shaft, but don't get caught under the spikes!



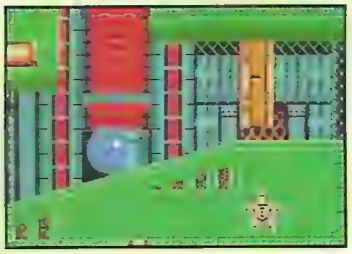
Exit to the right from the moving platform.



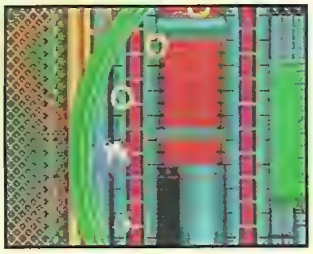
Jump off the Red spring . . .



. . . through the loop and . . .

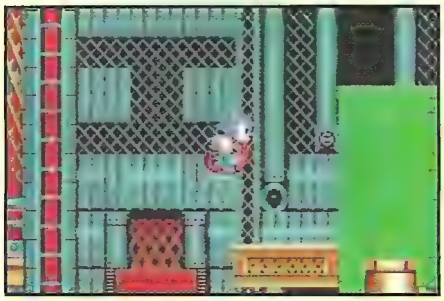


. . . through the one-way door.



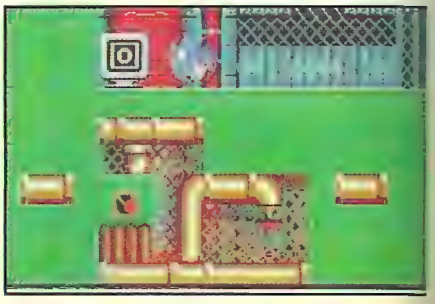
If you keep going . . .

. . . you'll end up at a Starpost and a Yellow spring.



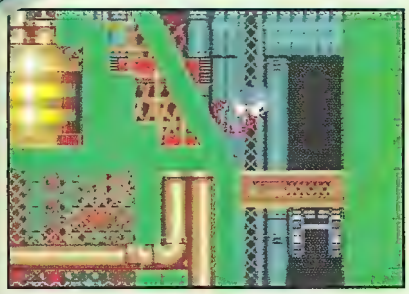
When you come out of the tubular cage, you'll have a choice.

If you continue up and to the right here, you'll take a shorter route to the end. If you drop down to the left, you can pick up a Ring bonus under the cage and continue down onto what you might call Route 2. There are some interesting secrets on Route 2, so let's go that way. You can explore the rest of Route 1 on your own.

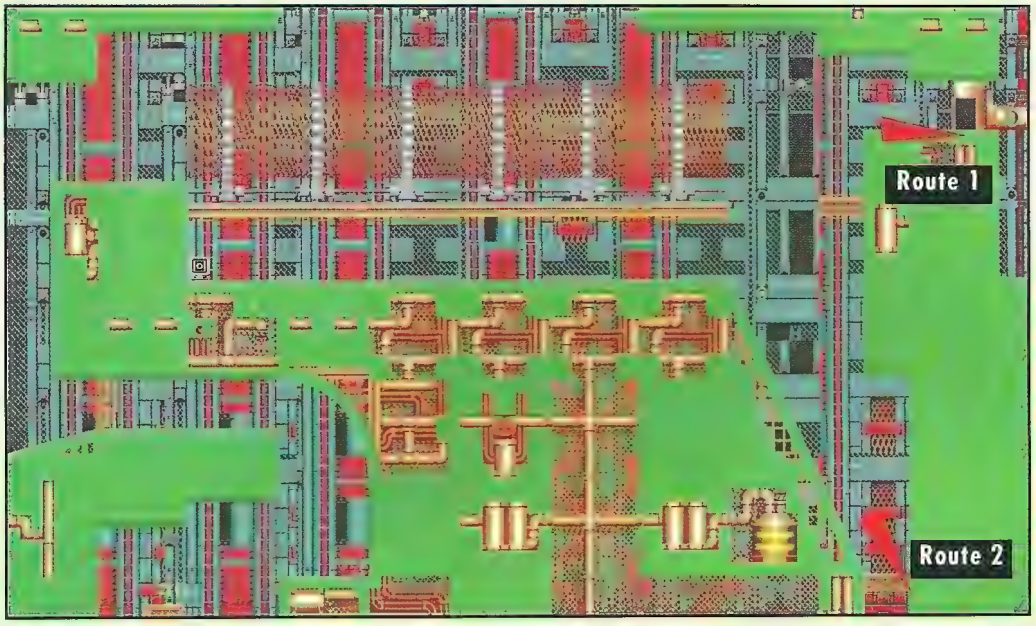


If you get this Ring bonus, you're committed to Route 2.

B Route 2: Longer but Better

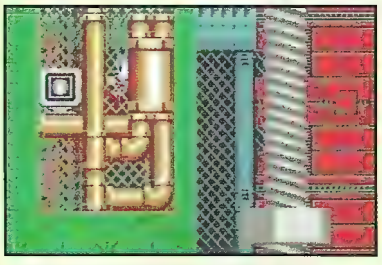


To begin Route 2, ride down this platform.

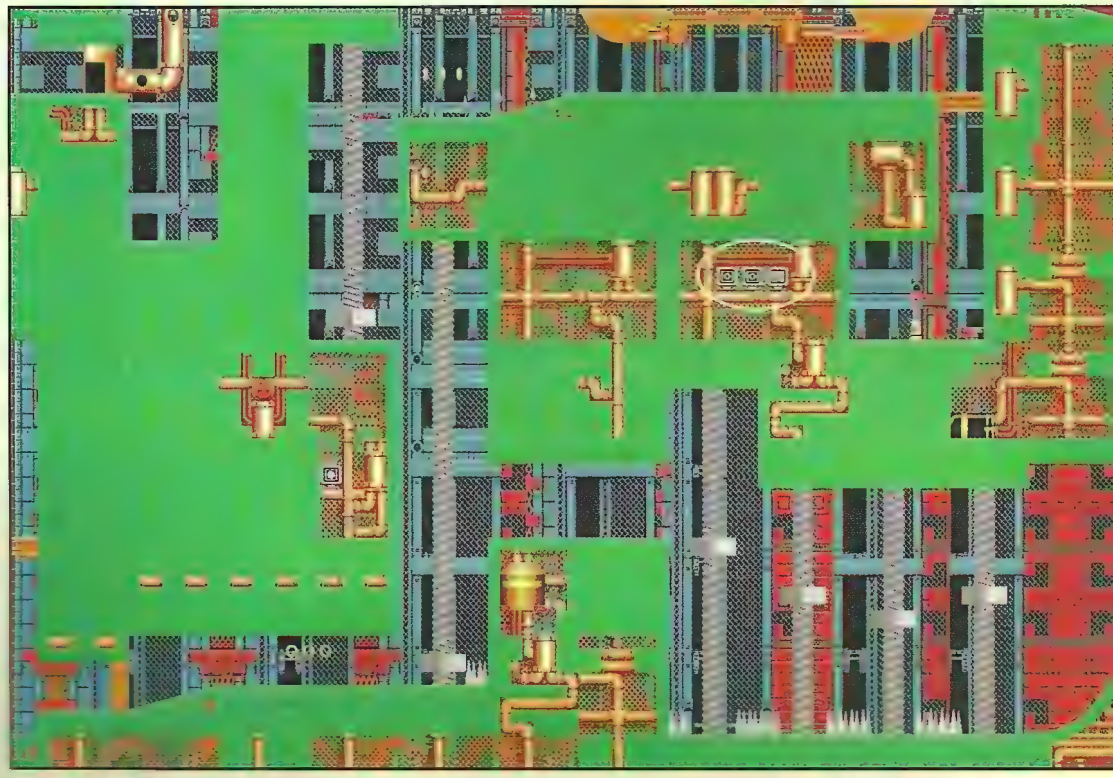


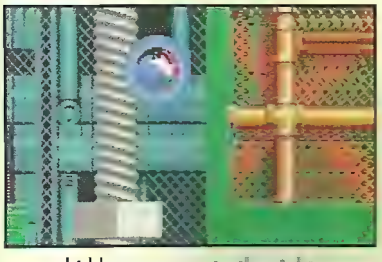
Here's the tubular cage where you can choose directions. Go to the right, into the elevator, to continue on Route 1. Or collect the Ring bonus under the cage and continue downward to begin Route 2. Route 2 will rejoin Route 1 eventually.

Run through this one-way door and onto a nut platform.

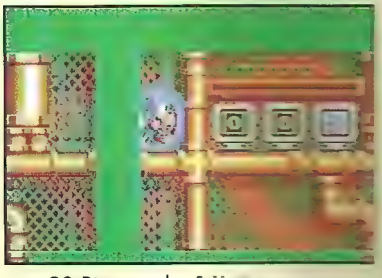


There's a Shield hidden among the pipes to the left and . . .

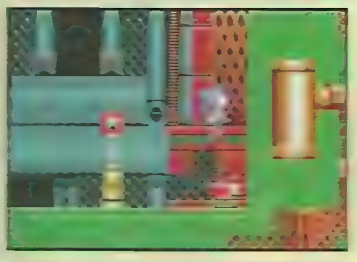




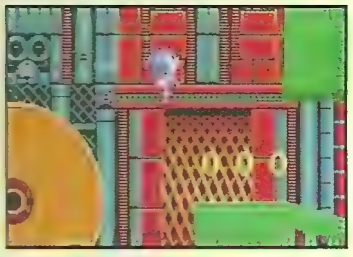
. . . a hidden passage to the right where you'll find . . .

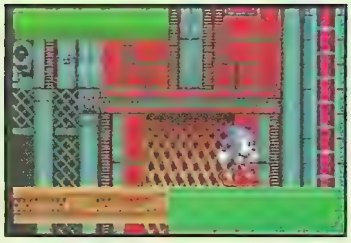


. . . 20 Rings and a 1-Up!

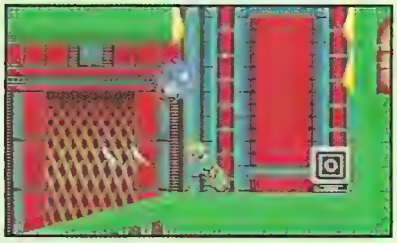


The Red spring takes you up under the cam shaft. If you exit to the upper left, you can rejoin Route 1. However, stay on Route 2 by exiting to the upper right.



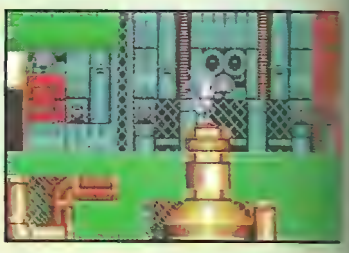


Keep going over this bridge.

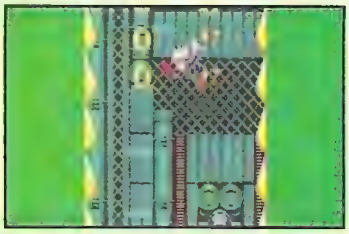


Jump Slicer and get the Rings. Now backtrack and exit the cam room to the left.

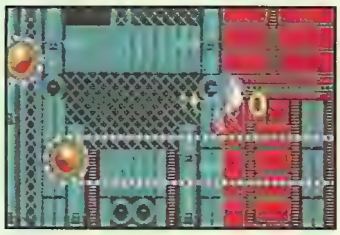
If you go up the bumper wall here, there's a very good chance you'll get hit by the Slicer at the top. However, you can go this way. For safety, however, let's backtrack to Route 1 again at the popper.



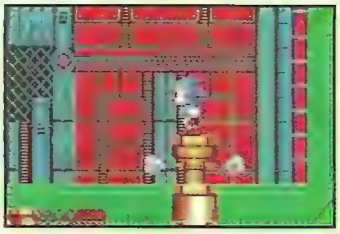
Jump over the camshaft and exit to the right. You'll come to this popper



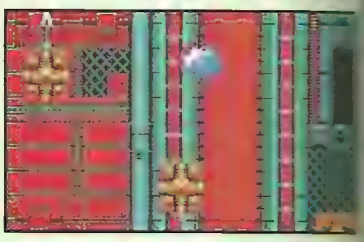
Bounce up this bumper wall . . .



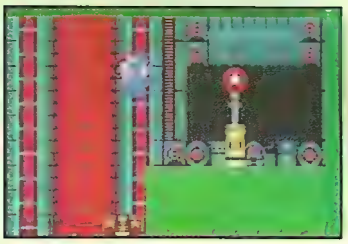
. . . over some conveyors and . . .



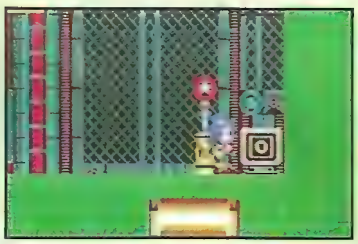
. . . up another popper.

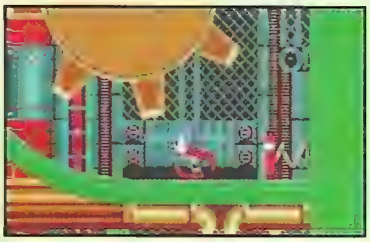


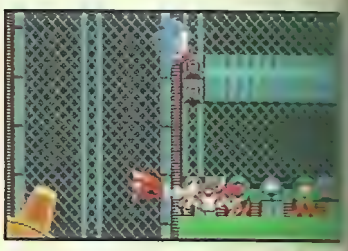
Another bumper wall takes you here



Find the Starpost, then exit right.

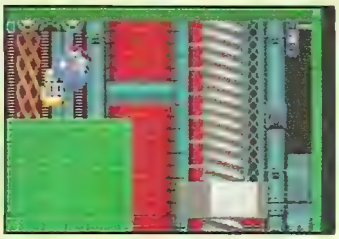




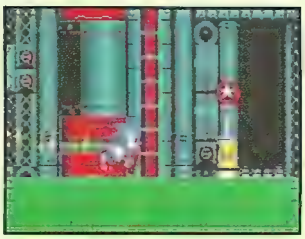


In the cog room, drop down on the right to collect Rings, then use the spring to get back up. Look out for Shellcracker

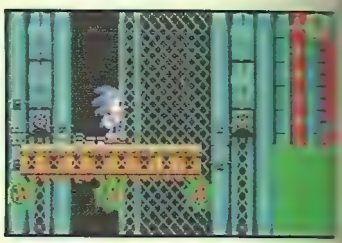
Further on, ride a long nut platform.



Ride down another nut platform . . .

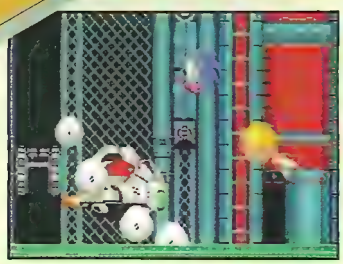


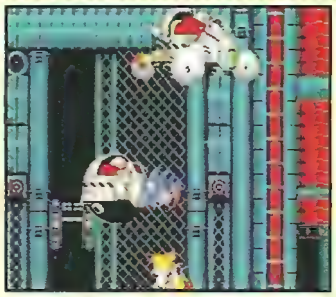
. . . through the elevator to a Starpost.

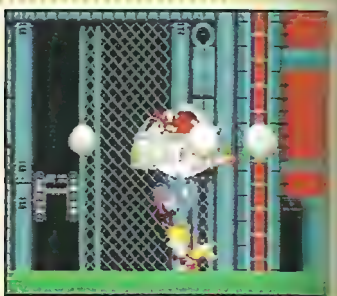


Take this platform to the end of the Act. Don't fall off here!!!

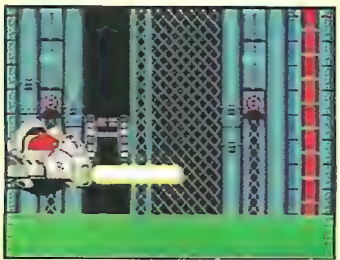
Robotnik



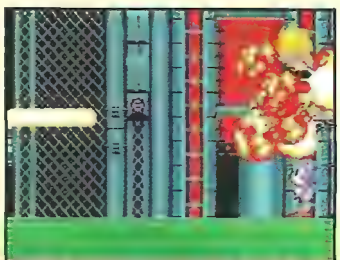




Robotnik has outdone himself this time. His eggmobile features a set of orbiting satellites. Jump over him when he comes low, then stand in the corner when his satellites spread out. Attack the mini-Robotniks, and hit Robotnik when he hovers and all of the satellites are parallel to the ground.



Once all the satellites are gone, you can take care of Robotnik. Look out for his laser fire!



Once again, you prevail and Robotnik runs for cover.

Sky Chase and Wing Fortress Zones

Goals for These Zones

You've finally tracked Robotnik down to his final hiding place.

First, you'll have to fly up in your handy biplane. Tails will fly it for you. Then you'll have to get by the tricks and traps Robotnik has set in his massive flying hideout—the Wing Fortress!

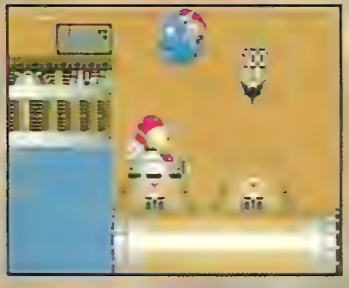
New Enemies

Nebulas
Nebulas will drop spikes on your head, but not if you get them first!

Turtloids
Turtloids shoot from their beaks. If you jump on their riders, you can ride on them too.

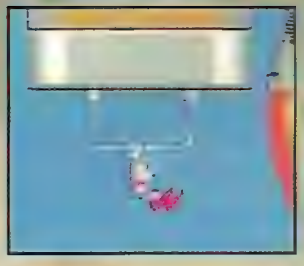
Balkiries
Balkiries fly quickly by and can take you by surprise. Be ready to jump.

Cluckers
In the Wing Fortress, look out for Cluckers, chickens with an attitude. Cluckers like to pop out of their hiding places and shoot. Don't give them the chance!



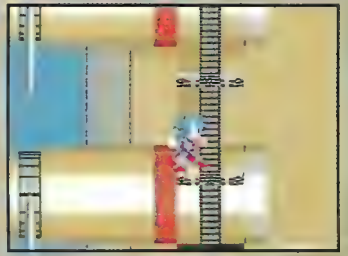
New Places

Launchers
Launchers send you flying forward very fast.



Grab on to anything you can.

Hooks and Floating Platforms
Anything to get you there!



There are lots of ways to get around in the Wing Fortress.

Sky Chase and Wing Fortress Zones

Sky Chase Zone

To steer the biplane, move the D-pad in the direction you want to go.

Jump over the Nebulas and collect Rings.

If you get rid of the Turtloid's rider, you can ride the Turtloid.

Sometimes you can hit several enemies in one jump for higher scores.

Here's the Wing Fortress, but you're not ready to board her yet!

Look out for the Balkiries. They'll descend on you in flocks.

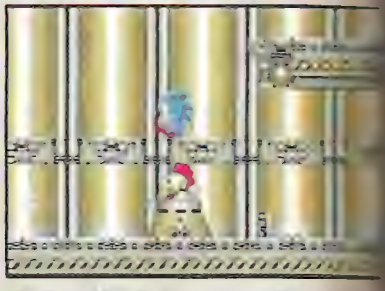
The action heats up toward the -

Wing Fortress Zone

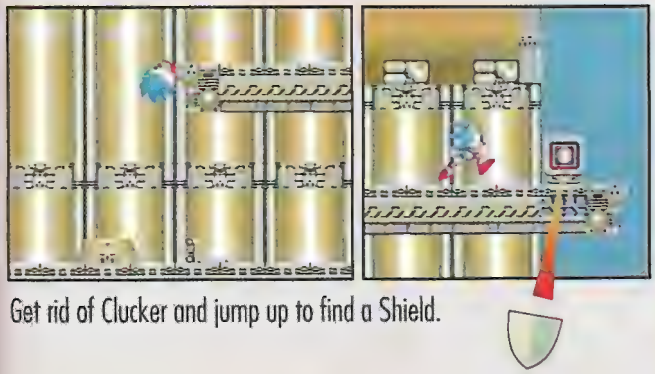
After finishing the Sky Chase, you'll come to the Wing Fortress itself.

Jump onto the Wing Fortress and run to the right. Jump over the launcher.

After collecting Rings, jump over the fans and ride to the right.



Cluckers hide in the gun emplacem- Get the jump on them.

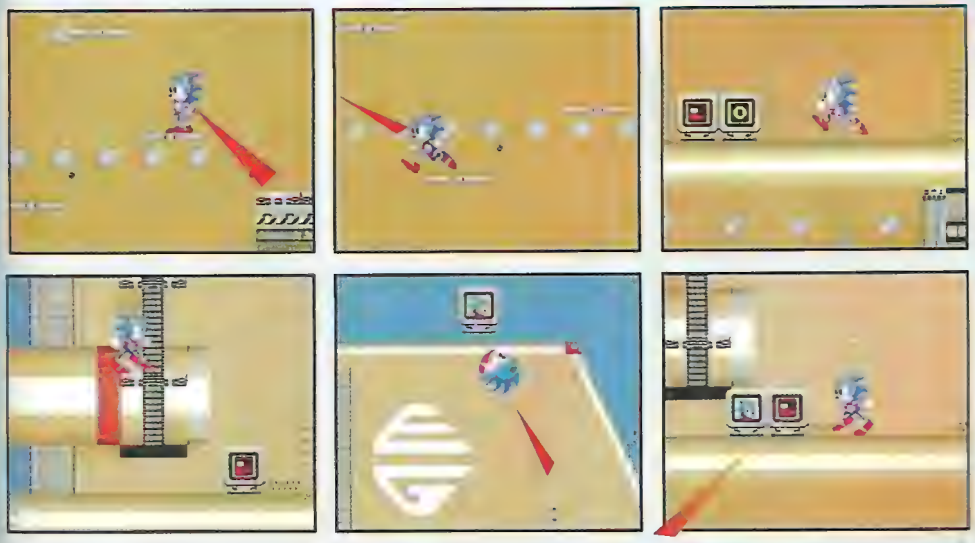


Get rid of Clucker and jump up to find a Shield.

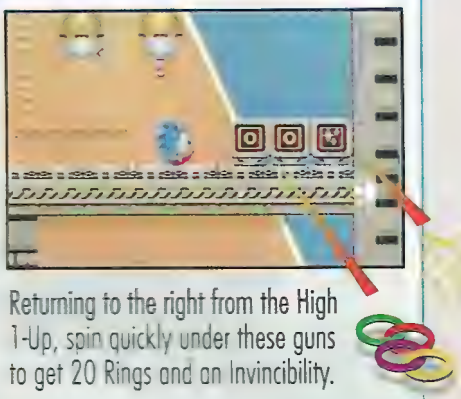
THE SHORTCUT

From this Shield, you can take a shortcut if you jump up and ride the fans. This route bypasses several places on the main route.

POWER SNEAKERS AND A HIGH 1-UP



If you continue on the main route, jump from the bars to the platforms. Then ride the tail platforms and jump at the top to get the 1-Up on top of the rudder. If you knock it down, it will fall to the bottom.



Returning to the right from the High 1-Up, spin quickly under these guns to get 20 Rings and an Invincibility.

30 RINGS IN THE SKY

Up and to the right of the Invincibility and 20 Rings, ride this launcher. Don't touch the D-pad at all!!! As you fly past another Ring bonus, you'll run through a half loop and into the air again, landing on top of 30 Rings!

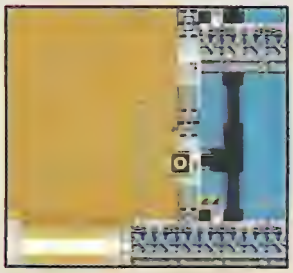
THE FIN

Get the Ring bonus on the fin by using your Super Speed Dash and jumping off the ramp to the left.

Eventually, you'll run into the ship and come out in free fall. Grab onto these tiles on the outside of the Wing Fortress. The Rings will give you an idea which way to go after the tiles break. For instance, in this picture, the Rings are below you, so the next tiles are also down.

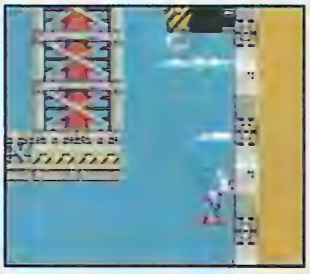
To get back to the front of the ship, you need to jump across these flaps that open and close. You'll need to move quickly. They don't stay open for long.

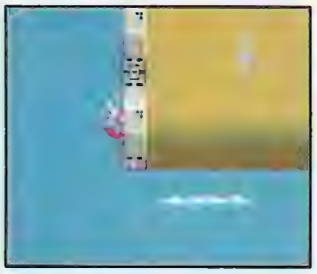
HIDDEN RINGS

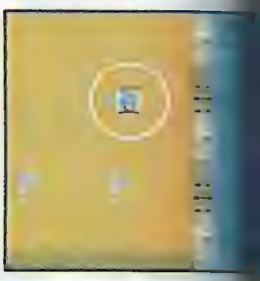


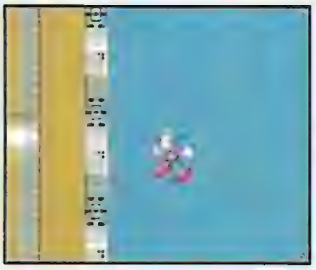
Check inside the ship near the girders. You may find some hidden items.

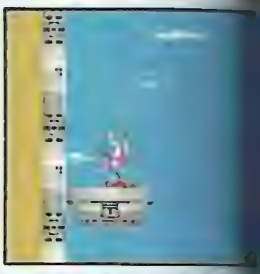
THE FORWARD HIDDEN 1-UP

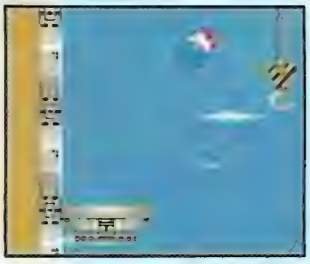








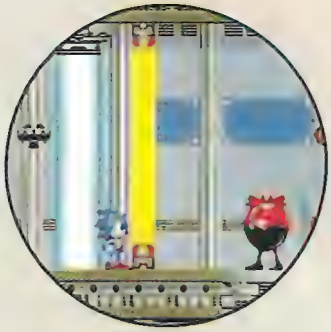


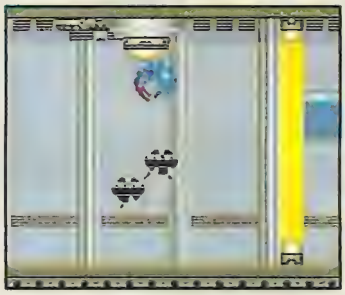


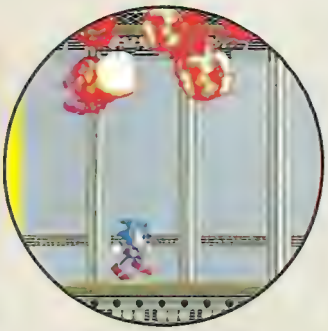
There's a very well-hidden 1-Up in the front of the ship. Go all the way down the last set of girders. To the right of a secret Ring bonus, jump down and into a secret passage in the ship. Spin to collect the 1-Up, then exit either side of the passage. You'll float backward and end up in another alcove in the ship. Jump onto the floating platform and from there, to the hook. This will take you back up to where you started! It looks harder than it is.

Robotnik's Trap

After you pick up the Forward Hidden 1-Up, climb back up the girders and head right. At the top you'll find a Starpost, and just beyond that, a small plug. Jump on the plug to open up Robotnik's lair. Be careful . . . he's waiting for you.







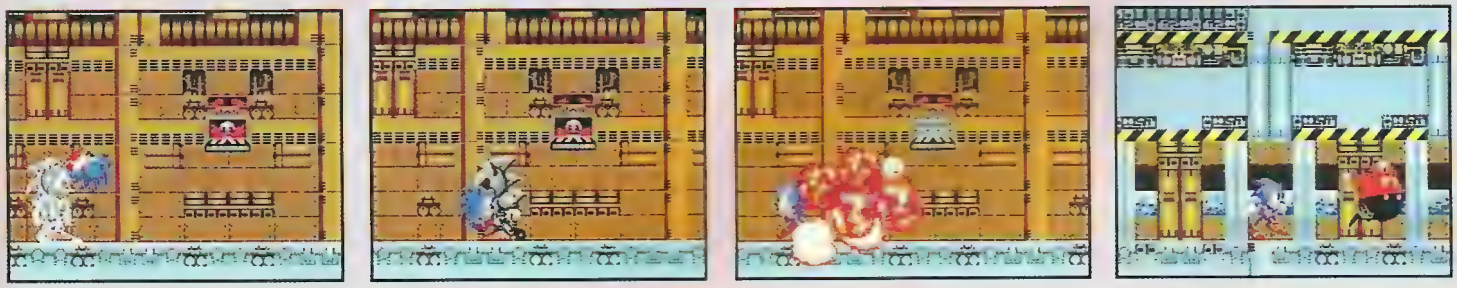
Once again, Robotnik has devised a nasty trap. Don't get caught by the blue beam. You'll have to jump from platform to platform and hit the laser eye when it is open, but before it begins shooting. The platforms have spikes on them too. It might help to have lots of extra Sonics here. Oh, and speaking of extra Sonics, before you leave you can pick one up at the front of the ship.

DEATH EGG ZONE

This is it! You're about to face Robotnik again—maybe for the last time!

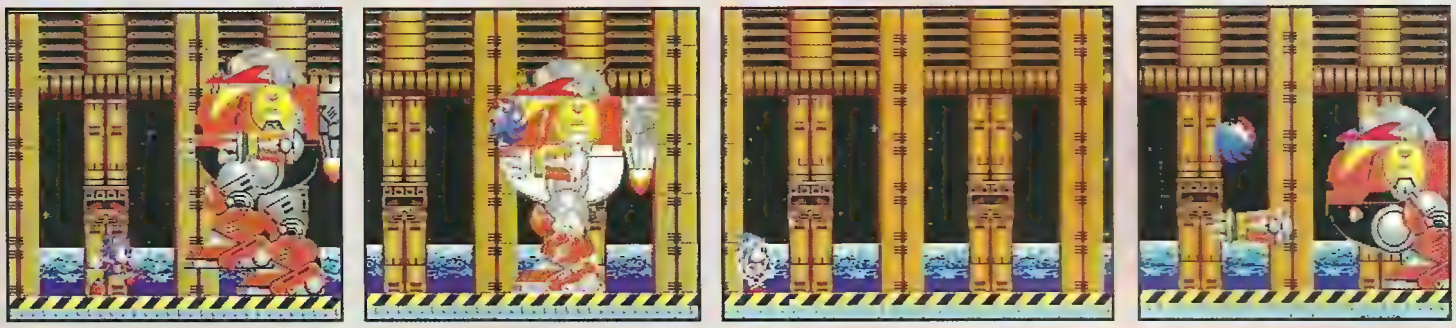
Get ready to fight Robo-Sonic, then the big, mean eggster himself. This time he's decked out so you'd better be ready!!

Robo-Sonic



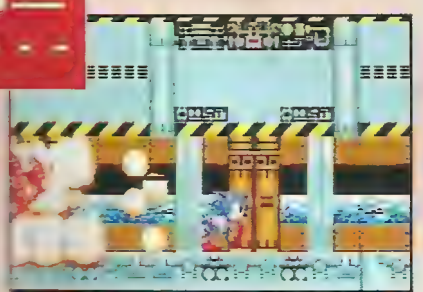
Robo-Sonic is a mechanical monstrosity. You can jump on him several times when he's standing still, or spin through him when he runs. Be careful, though. His Spin Attack is lethal!

Robotnik in His Battle Suit



When you meet Robotnik this time, he's wearing a full-on battle suit. Hit him when his arms are in. When he flies up again, run to a corner and wait until the crosshairs settle on you. Then run to the side and prepare to attack again. Be careful when he shoots his arms at you. You'll have to jump them. If you can avoid getting hit, you'll defeat the bad doctor and his fortress will explode.

THE END— for now . . .



Robotnik's fortress is self-destructing! Not to worry—Tails will rescue you in the biplane!

The Special Zone

You can enter the Special Zone once per Starpost. If you have 50 or more Rings when you cross a Starpost, you'll enter the Special Zone, where you'll find the Chaos Emeralds. You need to get all seven Emeralds to defeat Robotnik completely and bring peace back to Mobius. Each Emerald is found in a different Special Zone. The only way to succeed is to practice, practice, practice!!!

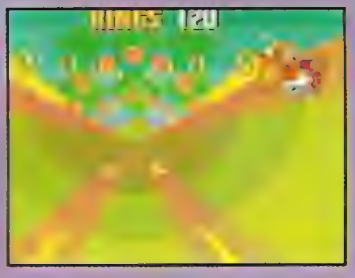
Once you use a Starpost, you can't use it (or any that came before it) again. So it's best to use the Starposts in the order they appear in the Act. Bonus items such as Rings, Shields, Invincibilities, and 1-Ups reappear after you return from the Special Zone, so you can really score big if you play your Starposts right!

The object is to collect the necessary number of Rings for each section of the course. If you do that, you get an Emerald.

I've asked my pal Tails to show you a few of the places in the Special Zone, but you'll have to figure most of it out for yourself. Just be patient, learn to recognize the patterns, and be careful!

Sometimes there are barriers. You must jump them or go around them.

Get to know the patterns of each course. Here's a slalom pattern where you have to run back and forth to collect the Rings.



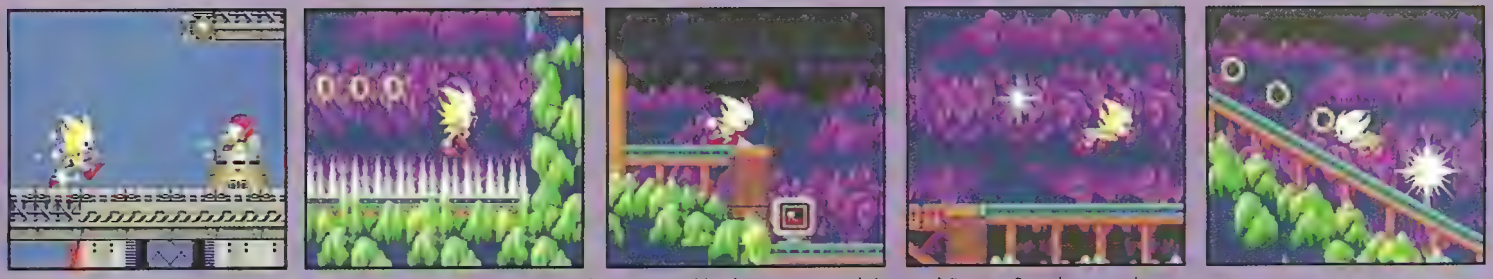
Sometimes the Rings will go over the top and you'll have to do so as well.

Here's Tails getting the sixth Emerald.

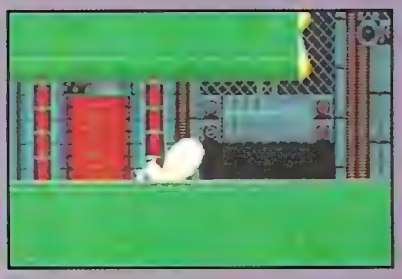
When you collect all seven Emeralds something remarkable will happen!

Super Sonic!!!!!!!!

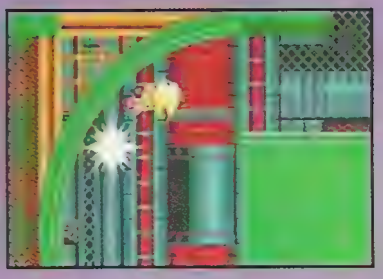
When you go back into any Zone and collect 50 Rings, I'll turn into Super Sonic. I know. You thought I was already pretty super, but now I can be even more super!!!



When I'm Super Sonic, I'm wild! I'm electric! It's like having Invincibility and Power Sneakers at the same time. I can walk through enemies, walk on spikes, and when I run at full speed, I fly over the ground, leaving a trail of sparks behind me.

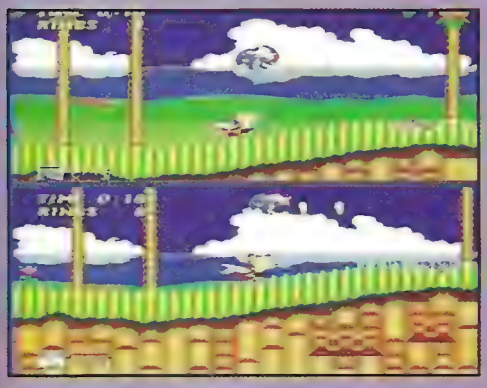


With the Super-Sonic Super Speed Dash, I go ballistic. Even without the Super Spin Dash, I can run right up loops and steep slopes.

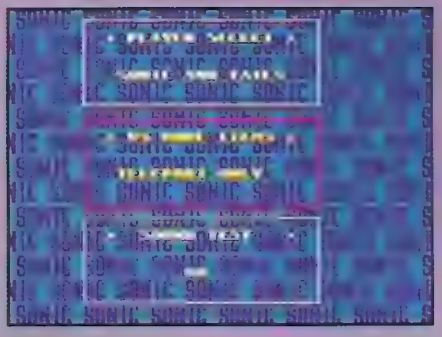


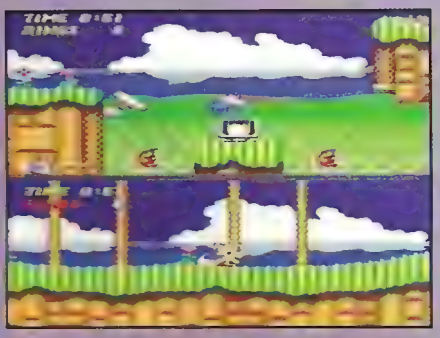
Playing with Two Players

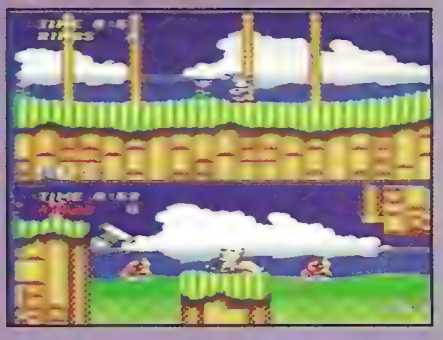
Here are some tips for playing with two players. In the cooperative mode, hey, what can you say? Stick together and try to help each other.



In competitive play, try to get ahead of your opponent. If you're in front, you can collect all the Rings and leave nothing for the other player.







With Teleport Only set on, every bonus Monitor makes you switch positions!

One winning strategy is:

1. Get the most Rings.
2. Don't lose them so you also have the most at the end.
3. Be first across the finish line. If you're faster than your opponent and you know the Act well, you should be able to win in these three categories and maybe even get the most bonus Monitors as well!

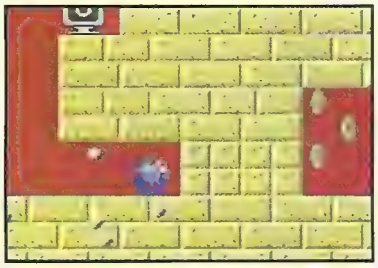
- In the Special Stage, you trade positions when you jump, so you can lure your opponent into a false sense of security and then jump over him just before a patch of Rings appears. Then it will be too late for him to jump.
- Use the Option screen to switch all blocks to Teleport Only. That way, you can actually switch places just before your opponent reaches the finish. It helps to know where all the bonus Monitors are, though.

SONIC THE HEDGEHOG 2 FOR GAME GEAR: THE SECOND ADVENTURE

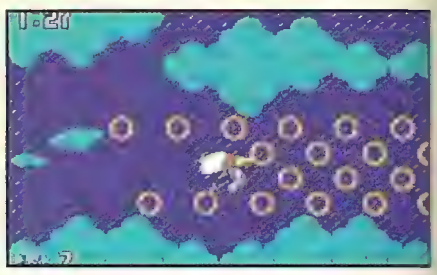
Will Robotnik ever learn? He keeps on trying. You gotta give him that. And I keep on wrecking his plans. Hey! Somebody's got to do it! It might as well be a hedgehog. So come on along. Together we'll send the old eggster packing again.

Tips for Playing Sonic The Hedgehog 2 for Game Gear

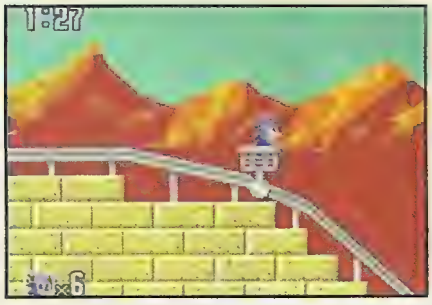
This may be my most amazing odyssey yet. Mobius was never so full of thrills and chills.

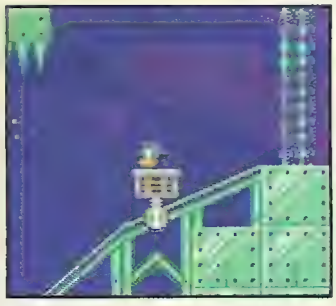


You can bash through walls . . .

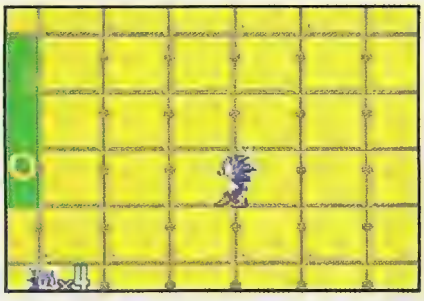


. . . fly the skies . . .



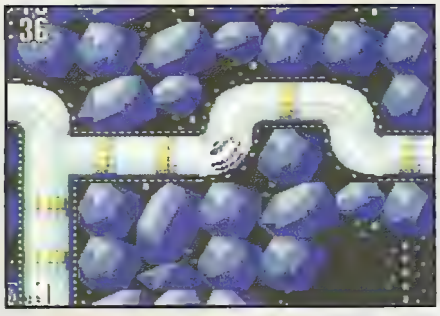


. . . ride the rails . . .

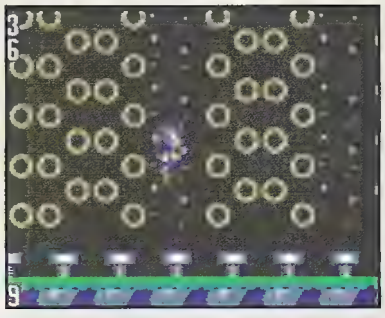


. . . explore hidden rooms . . .

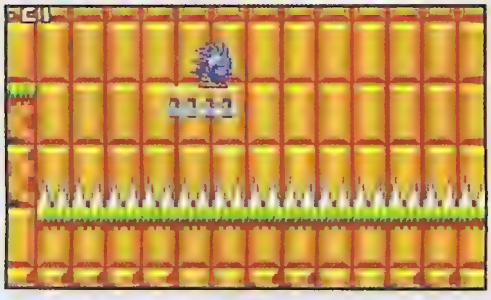
. . . spin your wheels, and . . .



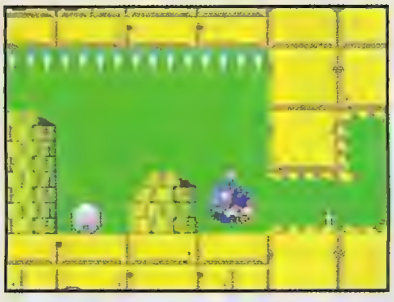
. . . go down the tubes.



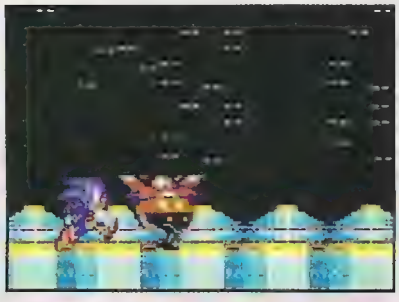
You can spring for lots of Rings . . .



. . . make your way over deadly spikes and . . .

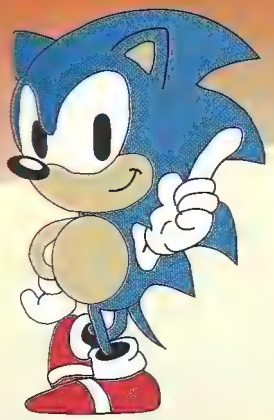


. . . collect all six Chaos Emeralds.

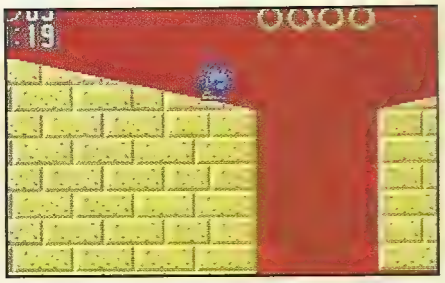


In the end, you'll defeat Robotnik again.

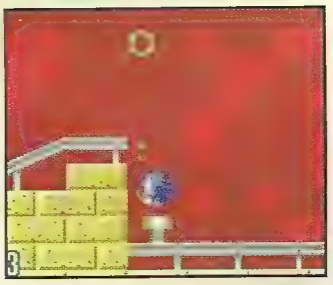
UNDERGROUND ZONE 1 ACT

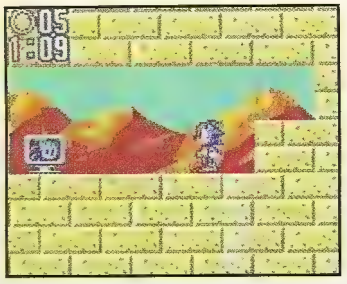


The Underground Zone can be confusing, but you'll make it. Just get lots of Rings and look before you leap. Try to avoid the spikes and the lava!

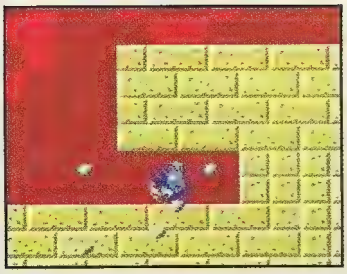


You can go down or jump the gap here. Stay on the upper path.

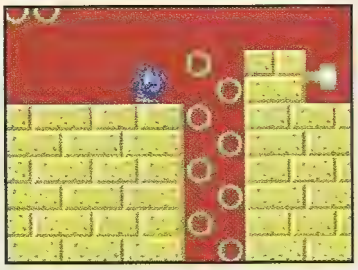




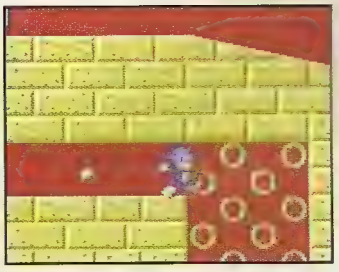
Jump on this spring and you'll catapult into a hidden room. Great! It's an extra Sonic!



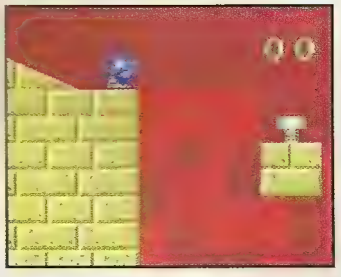
On the bottom again, you can break through these bricks to get more Rings.



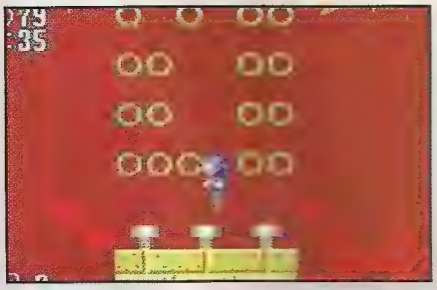
Here's another place where you can go up or down.



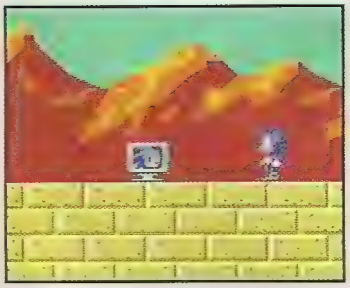
When you break through walls, you often find something good.



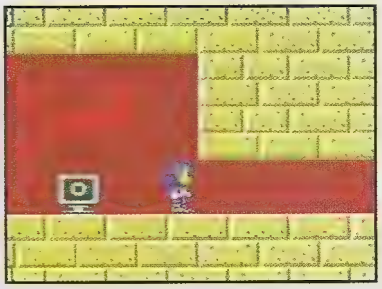
Jump onto this spring and keep going to the right, and then off several more springs to the right.



Keep heading right off the springs. Get plenty of momentum by jumping from the left spring to the right one, and then off to the right.



Past the three springs, you can find another 1-Up. From here, head right to reach the end of the Act.

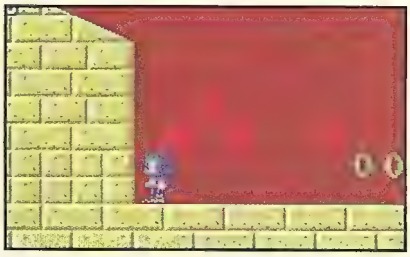


If you take the lower route from the beginning, there's a secret Ring room to the left.

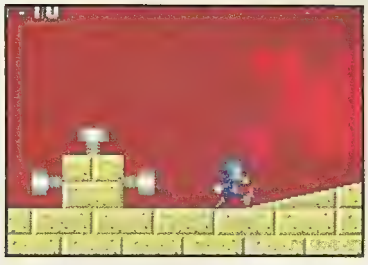
UNDERGROUND ZONE 2 ACT

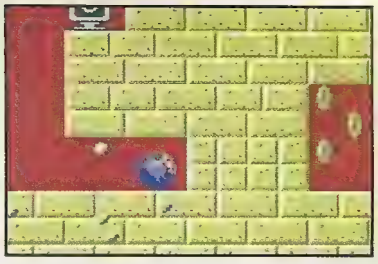
Some walls were meant to be broken. So go for it! And don't be caught unprepared. You'll need to jump off the carts just as they fall!

The Emerald is always in Act 2 of every Zone. Stay high to find it in this Act!

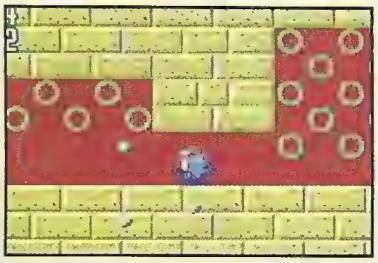


There are some Rings if you break through this wall, but you can't get back, so don't try it.

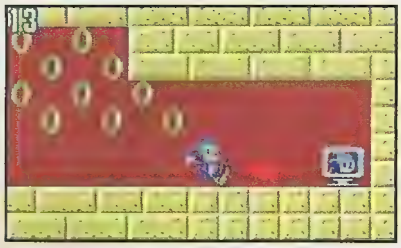




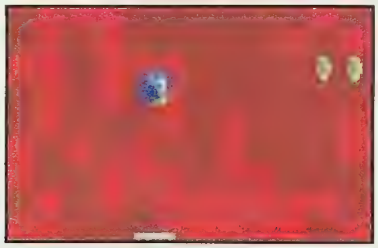
Instead, run past these three springs and break through the wall to the right. Don't forget the Ring bonus up above.



There are even more Rings through the next wall and . . .

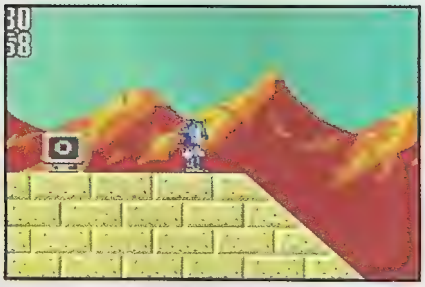


. . . there's a 1-Up! Stop here and backtrack to stay on the upper level.

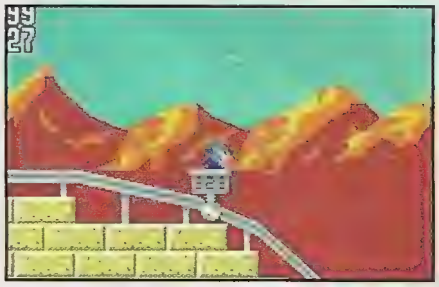


Get on the cart and jump off to the right, just as it begins to fall.

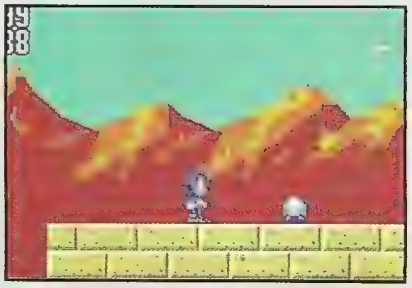
If your timing is good, you'll end up landing on the upper ledge.



Get the Ring bonus and . . .



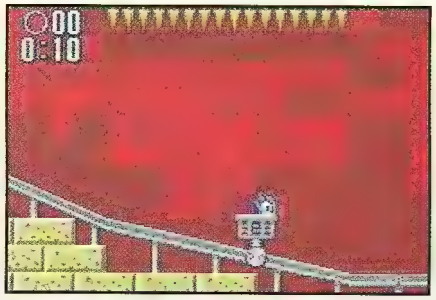
. . . ride the next cart down the rail. Again, jump to the right just as it begins to fall.



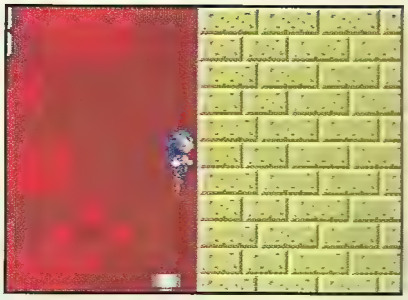
You'll find the first Chaos Emerald on the upper ledge. Run right to complete the Act.

UNDERGROUND ZONE 3 ACT

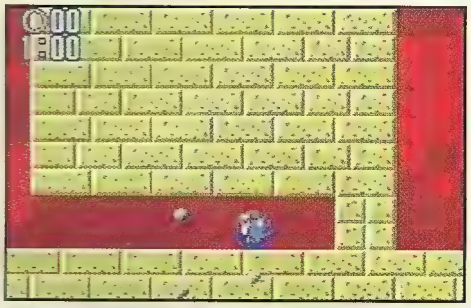
Act 3 of any Zone never has any power items or Rings, so be careful. Robotnik is waiting.



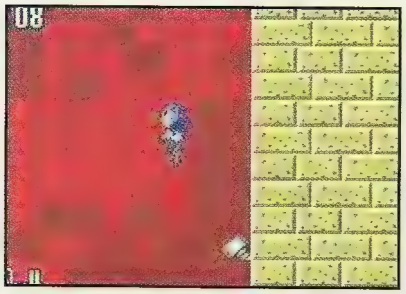
Ride this cart under the falling spikes and jump off the cart just as it falls.



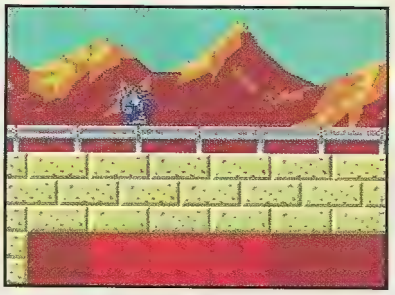
You should land on a spring that leads to other springs and up to the top route.



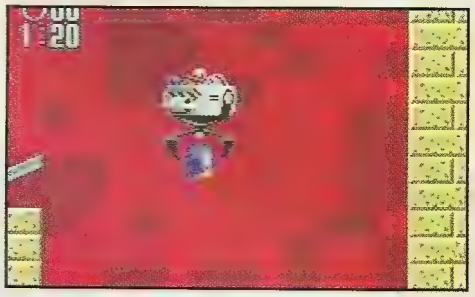
If you don't reach the upper springs, break through the wall and run right . . .



. . . jump on the Diagonal springs and . . .

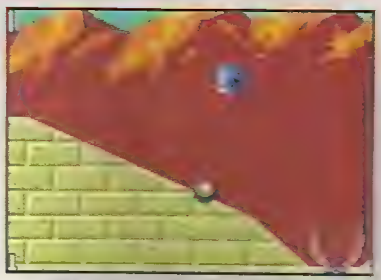


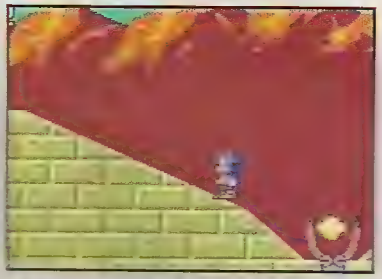
. . . rejoin the upper path here.



When you come to the end of the line, you'll jump to the right, but you can't make it. For some reason, Robotnik will save you from the lava . . .

Robotnik's Pet

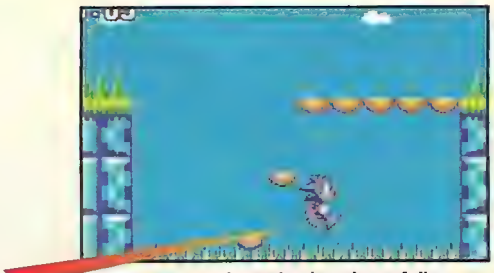




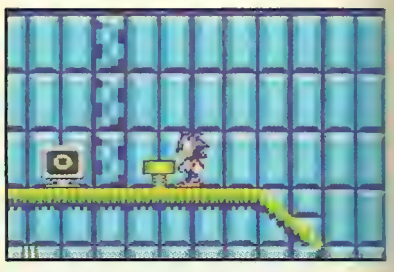
. . . only to try to feed you to his favorite pet. Jump over the bombs that come bouncing down the hill, and let them hit the monster below. Once you've taken care of Robotnik's pet, he'll come back. Be sure to jump over him when he appears.

SKY HIGH ZONE 1 ACT

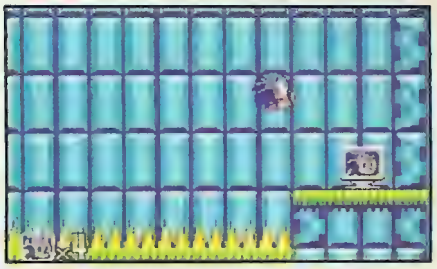
In Sky High Zone, you're at the top of the world. In Act 1, try to collect lots of Rings for extra Sonics!



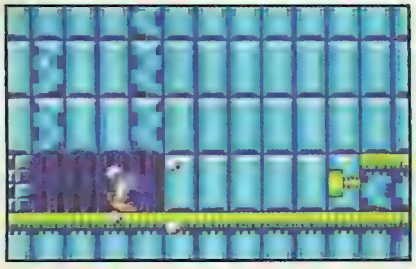
Run to the right, but don't fall down the breakaway bridge.

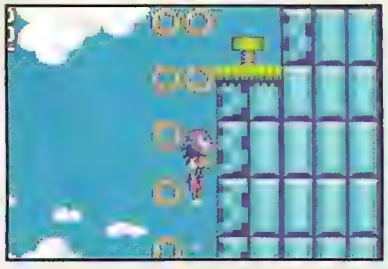


Jump over the spikes to reach this Ring bonus.

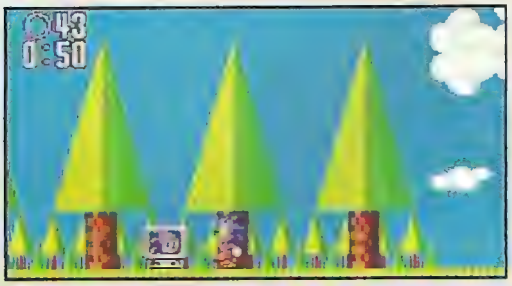


You'll find an extra Sonic over the spikes to the right. Return to the spring, head up, and . . .



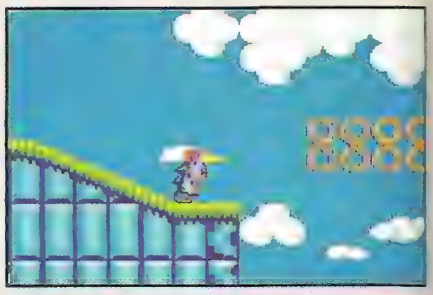


. . . bash through this wall, then jump on the springs to collect more Rings.

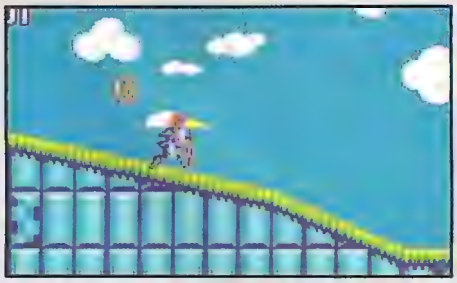


If you get plenty of momentum off the highest spring to the left, you can make it to this ledge with a 1-Up!

You'll find this Invincibility bonus to the upper right.



Past the Invincibility is the hang glider.



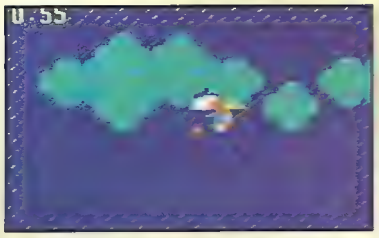
Run back up the hill with the glider to get some momentum, then take off!

Fly through the Rings and collect as many as you can. Try to control the glider by pushing LEFT and RIGHT on the D-pad.

When you reach the end of the Act, you'll drop down.

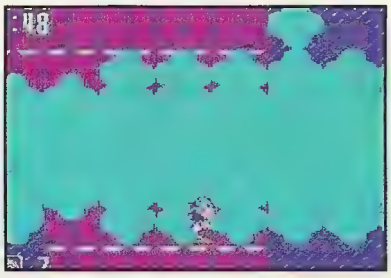
SKY HIGH ZONE 2 ACT

Hope you're not afraid of heights. Act 2 takes you soaring in a hang glider and bouncing off clouds. The Emerald is here. Hint: You'll need to bounce to it.

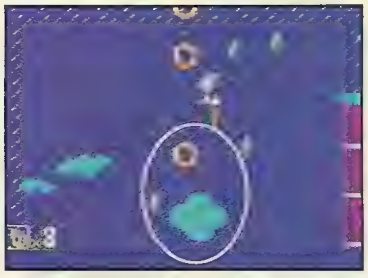


At the start, jump up on the hang glider and ride through the sky or . . .

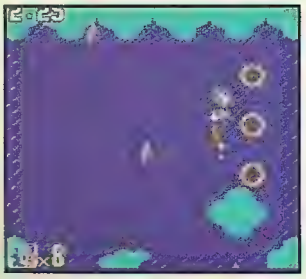
. . . drop down by the first spring and find this extra Sonic.



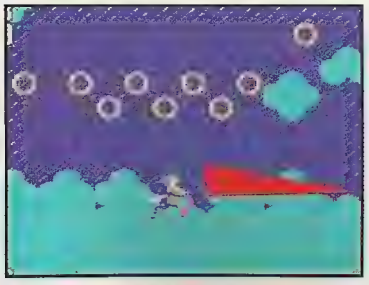
The spring can take you up onto a ledge in the clouds, but there's nothing here.

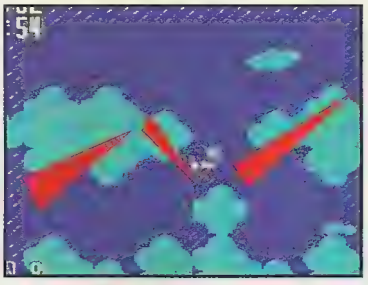


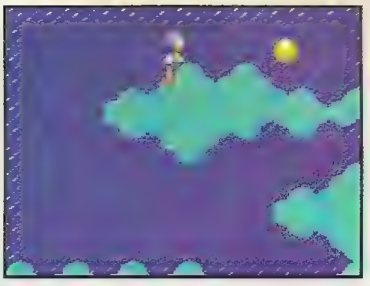
Jump on the clouds with Rings above them. They have springs as well.



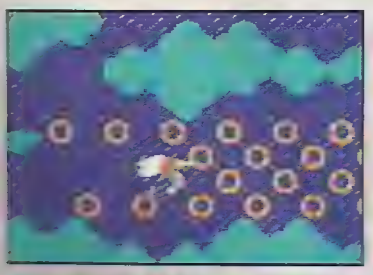
Fly another glider to this spring. From here, jump up and off two clouds with Rings, still heading to the right.



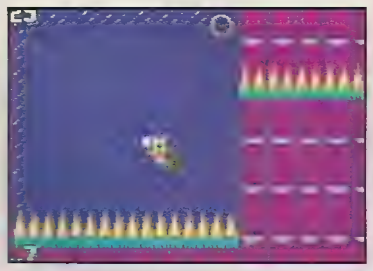


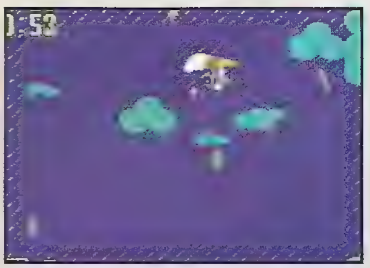


On this large cloud, get a running start to the right, jump off the puffy cloud and keep going to the right. If you get enough height and momentum, you'll reach the second Chaos Emerald.



Catch another glider and don't fall into the deadly pit. There's no escape.

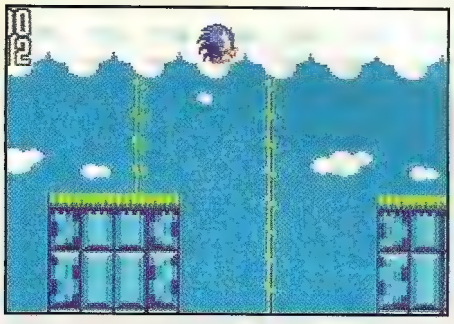




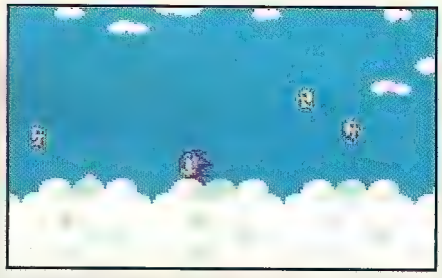
When you see the wind blowing upward, you can gain height.

Sky High Zone 3 Act

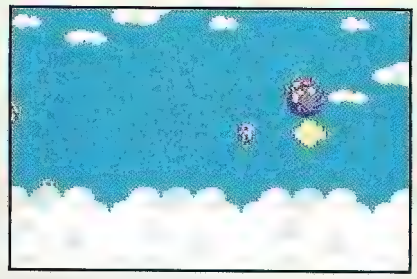
It seems as if you've flown into a giant cloud-bird's nest. And these birds seem to have a taste for hedgehog!



Jump from ledge to ledge and don't fall into the clouds!

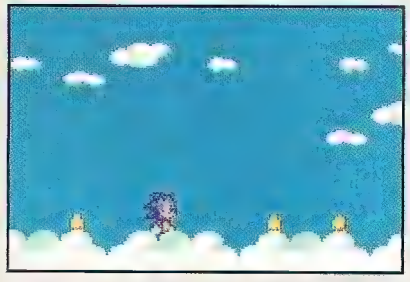


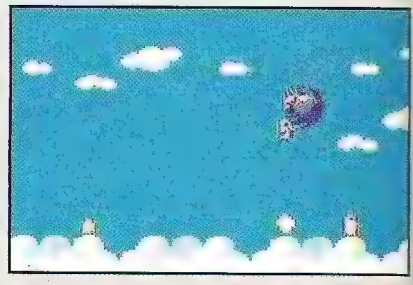
After the third gap, you'll come to the battle zone.



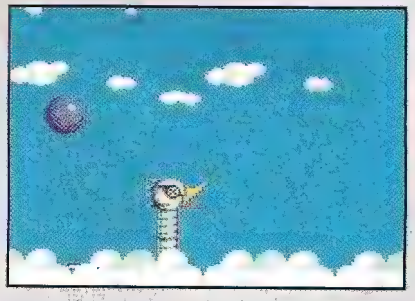
Hit the little birds before they hit you!

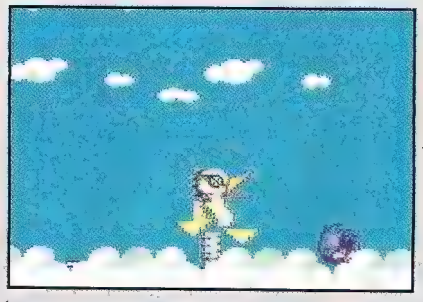
After the first birds are gone, you'll fall through the clouds to a lower level.





Destroy the little egg emitters before they can create too many birds.

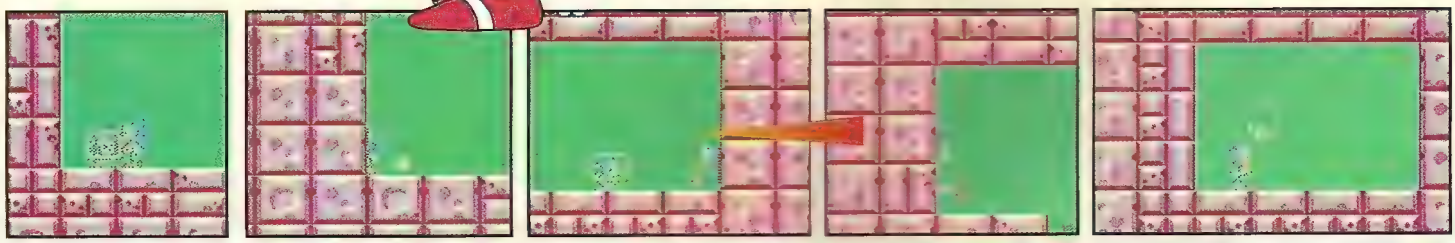




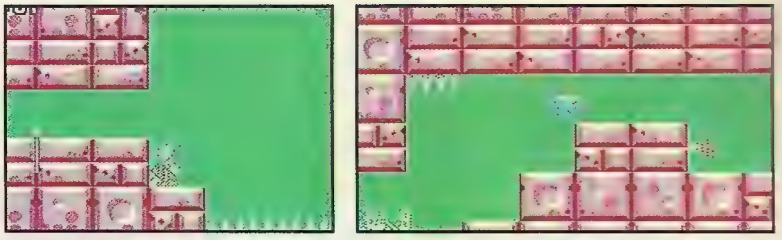
When the mama bird appears, jump over her shots and bonk her on the head. Just keep jumping over the shots and hitting her until she sinks into the clouds and disappears. Now you can proceed to Aqua Lake.

AQUA LAKE ZONE 1 ACT

Aqua Lake is full of secrets. Don't always believe your eyes here. And don't forget to breathe when you're under water.

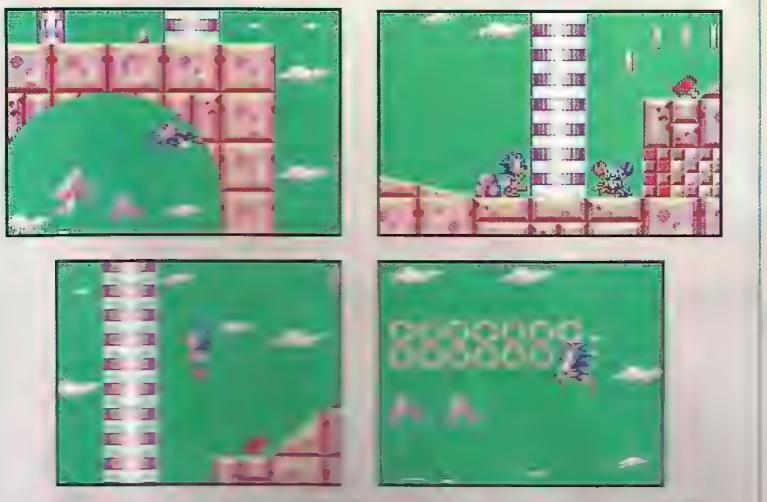


Run to the right and jump down into the water. Just below the ledge, you'll find a 1-Up. Then drop down to the bottom. You can walk right through the wall to the right. Then go over the spring and through another wall to find an extra Sonic. Don't forget to breathe when the air bubbles appear!

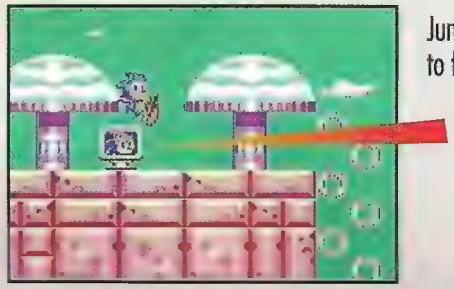


When you come back out of the secret room, jump across the spikes and jump through the narrow gap above the spring. This is a very tricky jump. Be sure to breathe before you try to get through this passage.

If you don't want to go the underwater route, you can bounce across the water. Just jump and keep jumping to skim over the top.

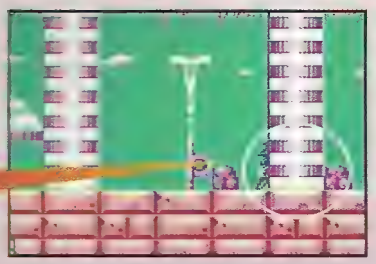


On the surface [illegible] to get some Rings right in the air to the left.



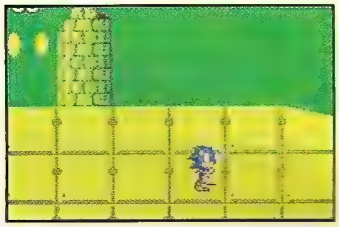
Jump up to the right to find another 1-Up.

Break through a wall and skip over the water and you'll find another 1-Up hidden behind a column.

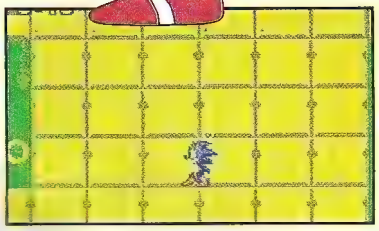


AQUA LAKE ZONE 2 ACT

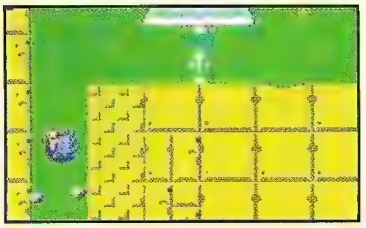
There are lots of secret ways in Act 2. Watch your step. You're under water, so breathing is your first concern. Your second concern should be getting the Emerald.



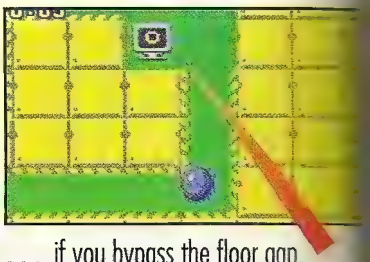
Just past the beginning there's an invisible hole in the floor . . .



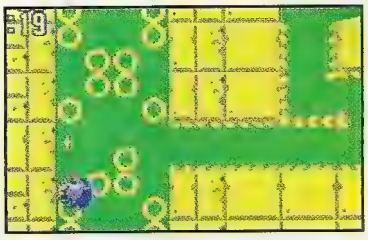
. . . that leads to a hidden ledge. Angle to the left when you drop.



From the secret ledge, you can break the bricks to enter the long drop or . . .

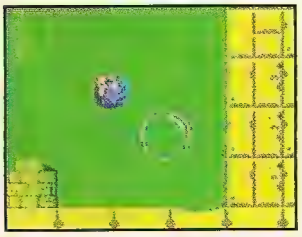


. . . if you bypass the floor gap, head for the tube to the right.

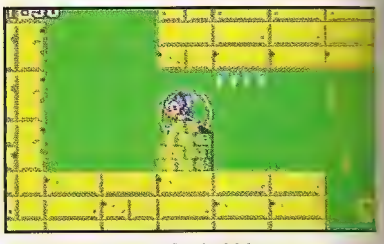


Either route ends up in this drop . . .

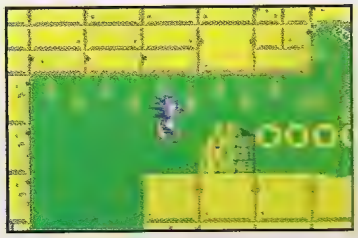
. . . which leads to this Invincibility bonus! Run to the right across the spikes.



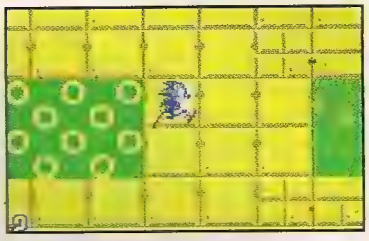
Jump into this bubble and ride it up to the top.

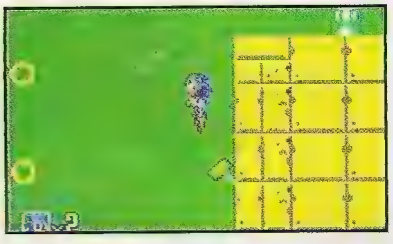


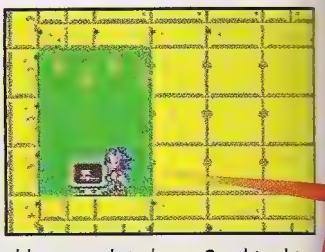
You must stay in the bubble around the corner and up again. Don't hit the spikes!



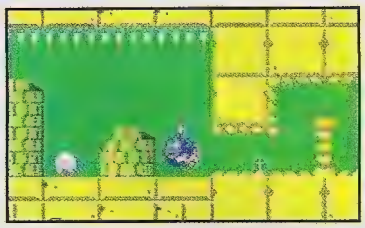
Now you can exit the bubble. Remember, you won't need to breathe when you're in the bubble.



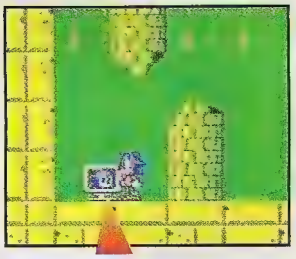




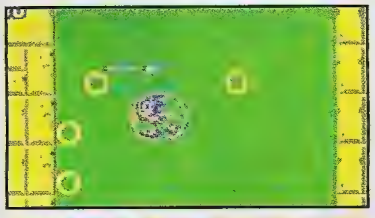
There's a hidden Ring room past the next bubble, but the gap is narrow and you could get stuck in here. So skip this room and ride the bubble up. Drop off the right edge onto the Diagonal spring. You'll end up in the Sneaker room!

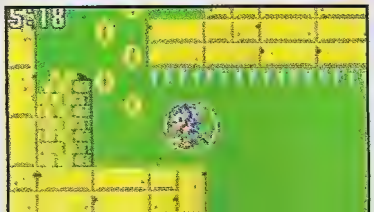


Jump back to the right and enter the tube. Push right to get to the Emerald!



Reenter the tube and ride it to this 1-Up.

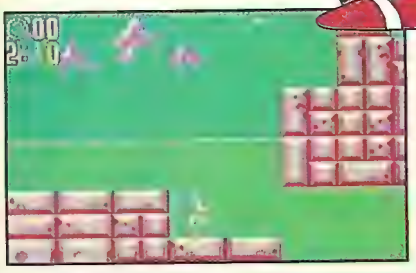




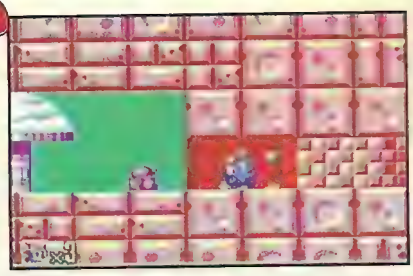
Finally, ride the bubble up. Push DOWN on the D-pad to slow your upward progress. That way the spears will fly over you and miss. Then dodge to the right and left to avoid the lobsters. You'll have to ride the bubble all the way to the top and around three corners before you jump out again. Then you'll be close to the end!

AQUA LAKE ZONE 3 ACT

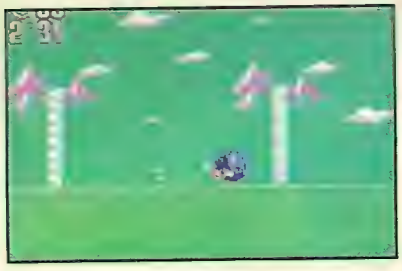
Robotnik has trained a killer seal, but he's predictable. You should be able to beat him by a nose!



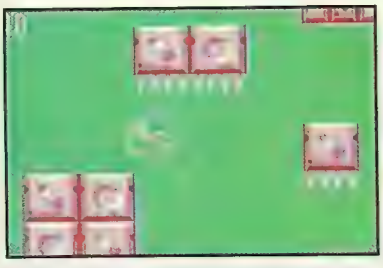
You can go up or down here. The upper route is easier.



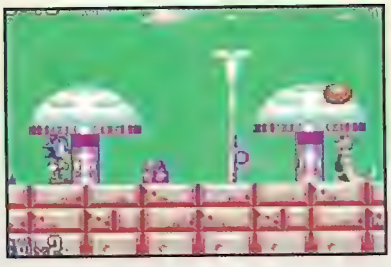
Break through this wall and . . .

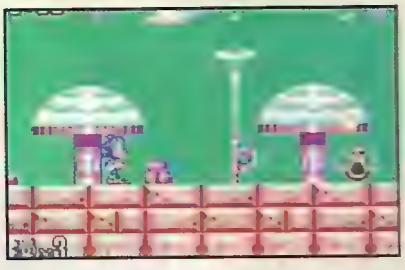


. . . bounce over the water.

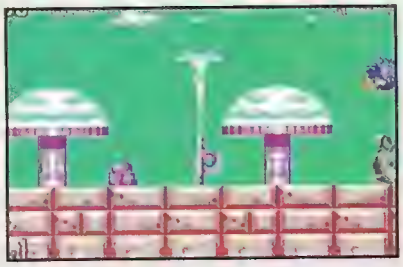


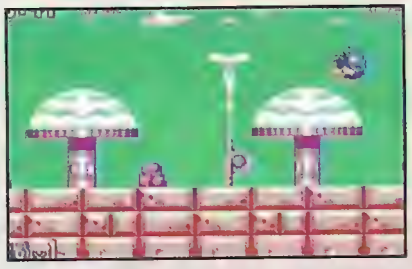
If you fall into the water, you'll have to ride this bubble through a tricky course.

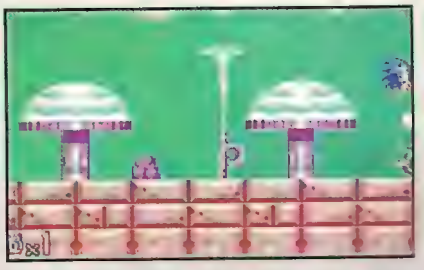




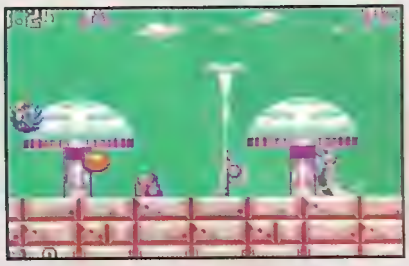
When you get to the seal, stand back and he'll bash himself with the ball. Dumb seal!







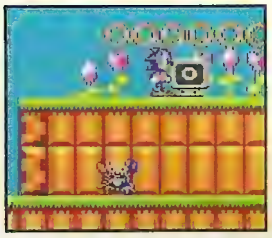
Now, to beat the seal, keep jumping to the right. He'll bounce you on his nose. When he bounces you back to the left, jump back on him. If you keep doing this, you'll beat the seal in no time.



If for some reason you want to stand back and watch, be prepared to jump over the ball!

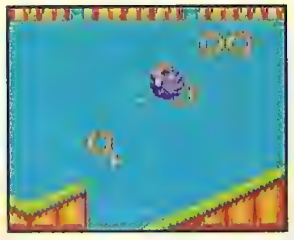
GREEN HILL ZONE 1 ACT

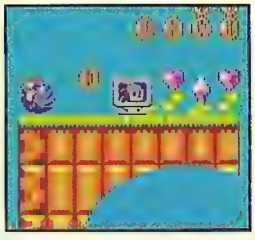
Green Hill Zone is the place for extra Lives! In Act 1 you can find four extra Sonics and hundreds of Rings! So go to it!



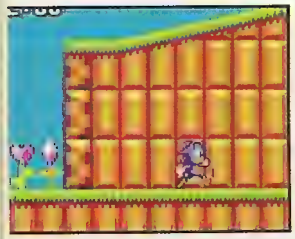
Soon after the start, find a Ring bonus on a ledge.

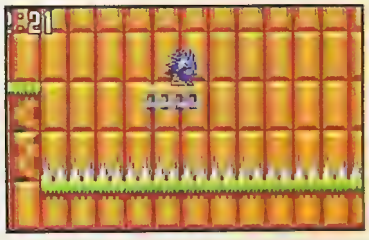
When you come to the long slope, spin down at full speed and fly off the ramp. You'll collect some Rings in the air, but even more important, you'll get the 1-Up on top of the loop!



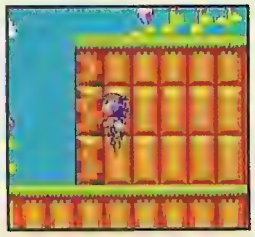


Continue right, then jump off a Diagonal spring for this 1-Up.

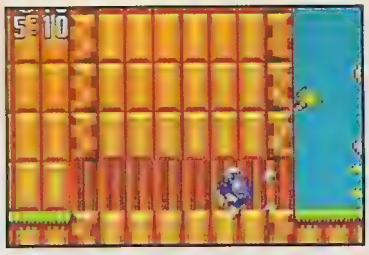


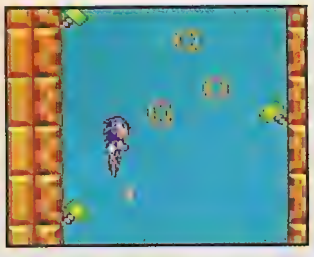


Here you can go up or stay on the lower path. If you ride the platform across the spikes (or jump across) and break through a wall, you'll find an Invincibility bonus and a spring.



Jump on the spring, angling left. Then run back to the left and collect more Rings!

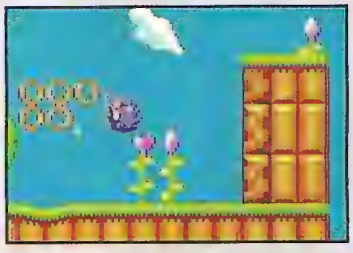




There are two ways to get across to the next 1-Up. You can ride the platform and break through the wall to the right on the lower path, then ride up the Diagonal springs, or . . .

. . . get a running start and jump across the gap on the upper path.

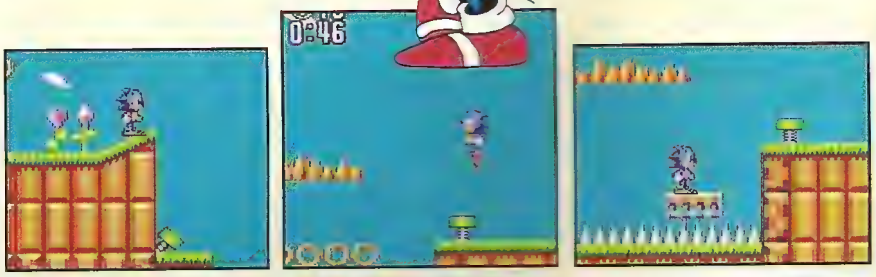
Either way, you'll be able to collect this 1-Up.



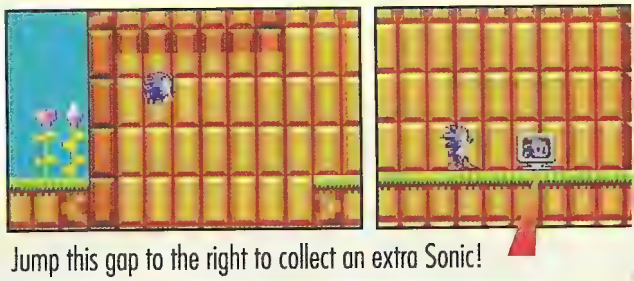
There's another 1-Up to the right, but it isn't as easy to get. You'll have to get a running start, then jump two gaps in quick succession. If your timing is good, you'll collect the last 1-Up, then drop down to the right to finish the Act.

GREEN HILL ZONE 2 ACT

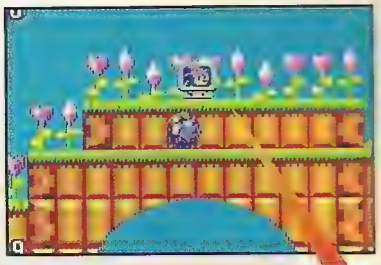
Keep a spring in your step and get ready for lots of high jumping. That's the only way you'll get the Emerald!



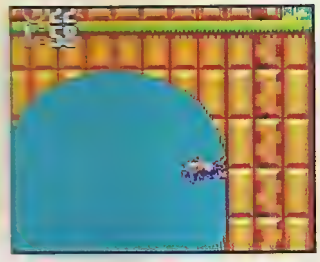
Use the springs and platform to collect some Rings. Watch out for Crabmeat!



Jump this gap to the right to collect an extra Sonic!

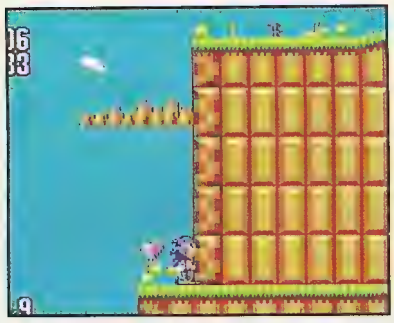


Run down hill and off the ramp to collect this high 1-Up, then . . .

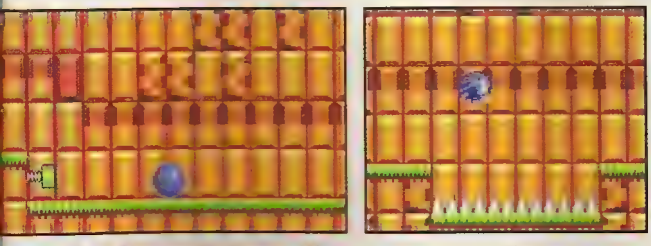


. . . run through the loop.

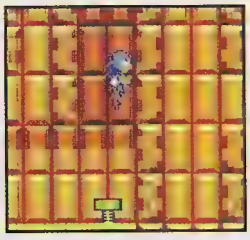
You can use some springs to get to the high ledges.



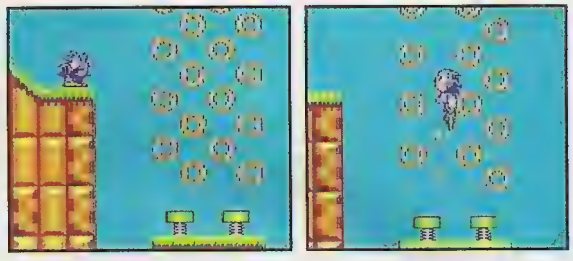
If you don't make it to the high ledge, stay on the lower path. It doesn't matter.



On the lower path, bounce off the spring and jump the gap. Be careful. The ceiling is low here, so take a flat angle over the spikes.



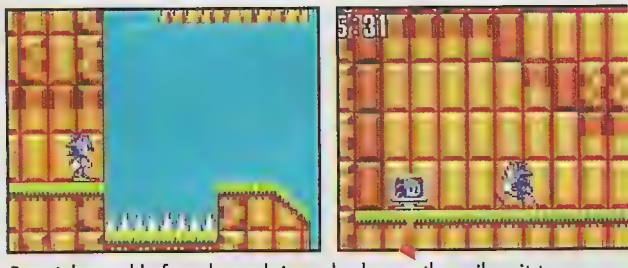
This spring will take you back to the upper path.



Bounce on these springs to get some momentum to the right before finally leaping hard to the right to land on more springs.

If you get enough height and momentum off the second set of springs, you'll reach the high ledge with the fourth Emerald.

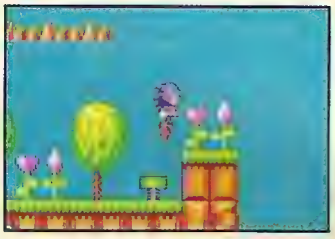
If you don't get to the Emerald, go back to the springs!



Run right, and before the end, jump back over the spike pit to find a hidden 1-Up! Then run to the right to the end of the Act.

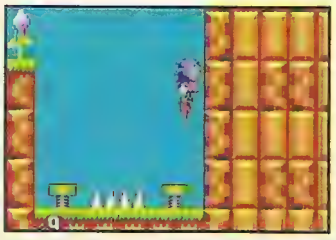
GREEN HILL ZONE 3 ACT

Green Hill Act 3 is even springier than Act 2. Make sure to get the right angle on the long jumps so your forward momentum will carry you to the next spring or ledge!

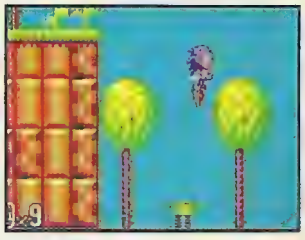


Jump off this first spring and push to the right.

Jump off the second spring, still pushing right, and land on the high ledge.

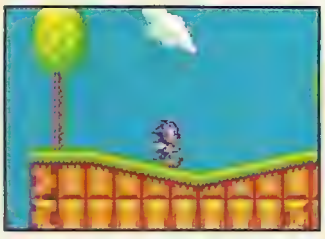


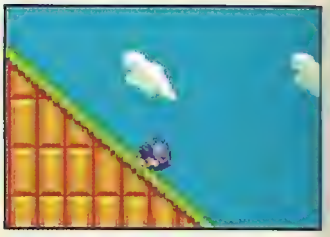
If you miss the ledge, you can jump off these springs to get back.



Jump down to this spring and push to the right.

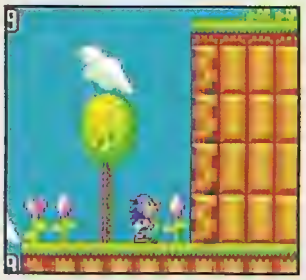
Land on one of these springs and keep going to the right.



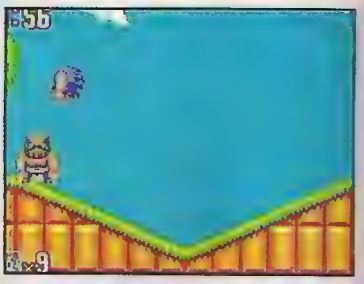


Get plenty of speed going down this slope.

Now you'll need lots of momentum going to the right to make it to each of these three sets of springs. Get a good jump off the third set with lots of momentum and land on the ledge to the right.



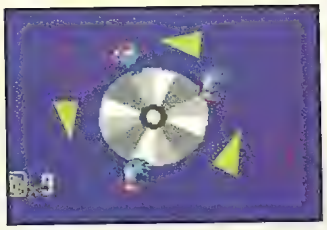
From here, run to the right.



Whoever this is, he's heavy. When he hits the ground, he causes earthquakes. He has three attacks—high, straight, and rolling. To defeat him, you have to avoid his attack and jump on him when he comes out of his ball. Sounds easy, doesn't it?

GIMMICK MT. ZONE 1 ACT

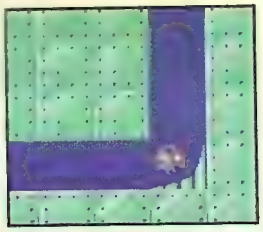
Gimmick Mt. is true to its name. It's full of hidden passages. And everything here is in motion. Get ready to ride on whirling disks, gravity disks, and conveyor belts!



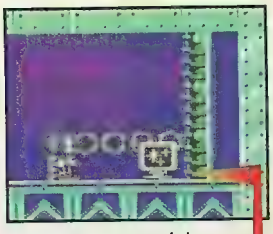
Spin on the gravity disks and release to get from place to place.

Find the Ring bonus to the left.

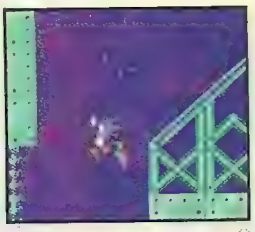
Jump off the upper-right gravity disk to land on the conveyor. Don't fall off or you'll hit the spikes!



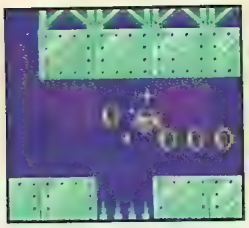
Come off the spring and then go down the tube.

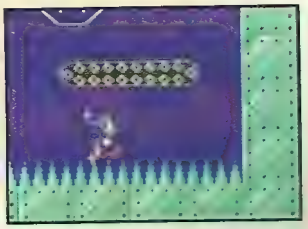


There's an Invincibility bonus to the right.

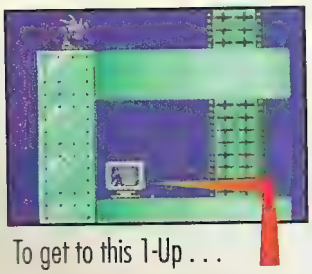


Run down the slope to the left.

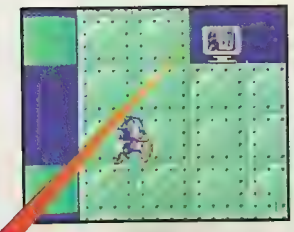


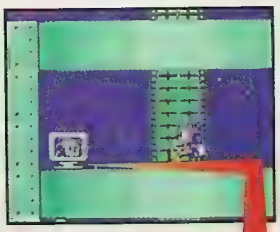


Run to the right to collect some Rings. You can run right on top of the spikes if you still have Invincibility!

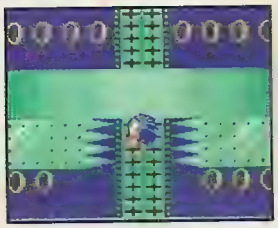


To get to this 1-Up . . .



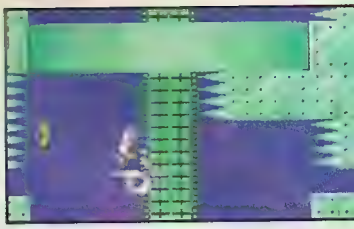


. . . jump up the spinning platforms and run through a hidden passage. There's another 1-Up, but you'll get it later.

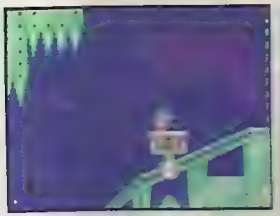


Now jump all the way up on the spinning platforms.

Ride the cart down and run right to the next platforms.

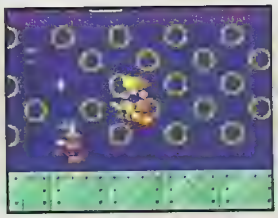


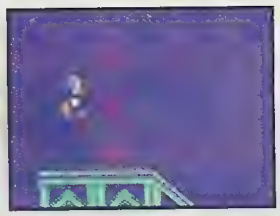
You'll need to use the moving platforms to get to the top.



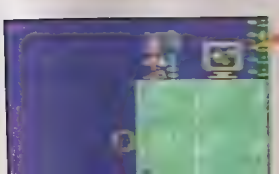
Don't use the Invincibility bonus yet! Instead, jump on the cart and ride to the left. Jump off just as it falls!

Keep going left to find the 1-Up you saw before.

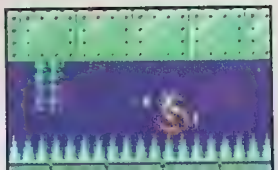




Drop back down, collect the Rings, and use the spring to get back to the top!



Now use the Invincibility bonus and then run back to the left, along the cart track.

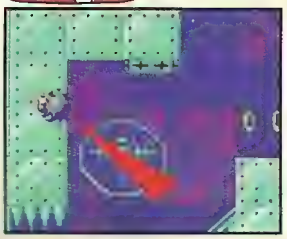


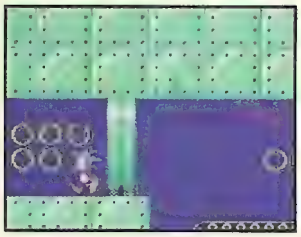
With Invincibility, you can run on top of the spikes and on to the end of the Act.

GIMMICK MT. ZONE 2 ACT

In Gimmick Mt. Act 2, the most important task is to find the Chaos Emerald. It's well hidden, so you've got to know where to look. While you're getting the Emerald, pick up some 1-Ups as well!

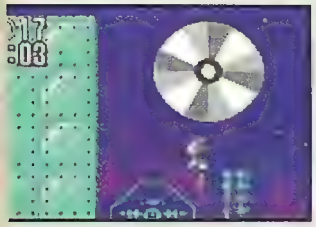
Move to the right across the conveyors and platforms.

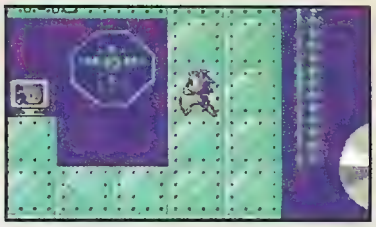




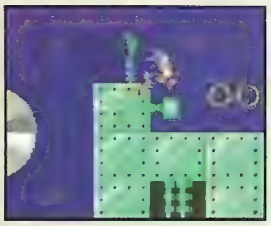
Run up the cart track and jump off to the left into a secret area. Keep going to the left.

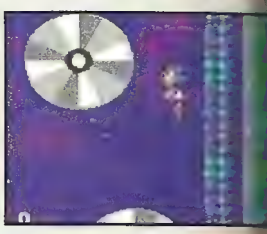
Jump over the spring to get this 1-Up.



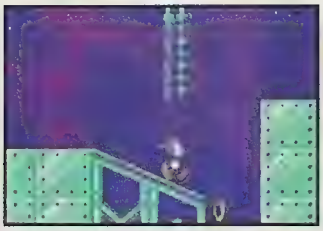


Then spring to the gravity disks to get to the top. To the left of the gravity disks is a secret passage and another 1-Up.

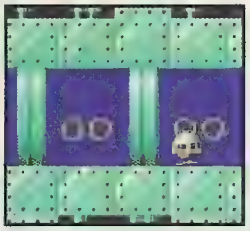


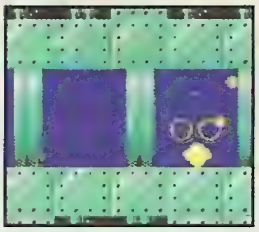


Cross over to the right and find the Emerald! Now backtrack to the cart track where you first entered this area and keep going up, using the gravity disks to get to the top!

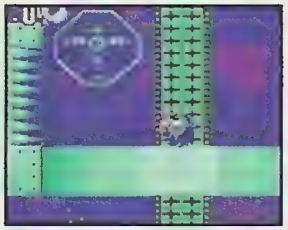


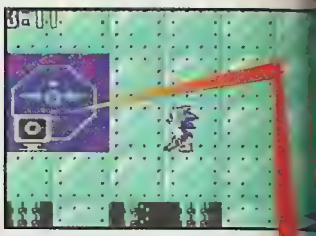
Here you can go up or down. Either way, you'll end up on top.



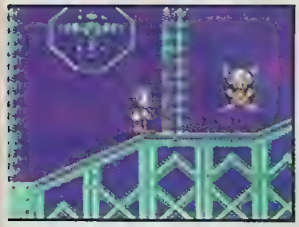


Look out for the Bomber. He likes to hide behind the columns and explode when you come near!

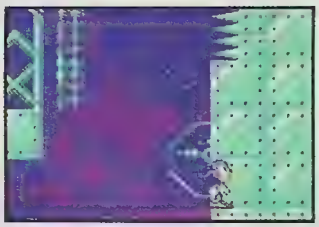


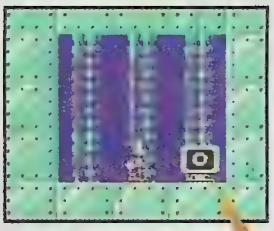


Jump up the platforms, and don't forget to collect a Ring bonus in a secret room to the left!

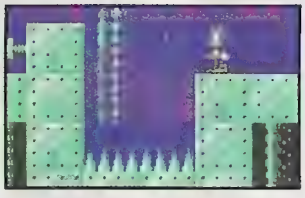


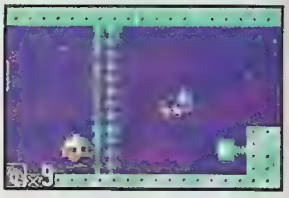
Keep heading to the right.





Drop down at the end and push to the right to enter a hidden room and collect another Ring bonus!

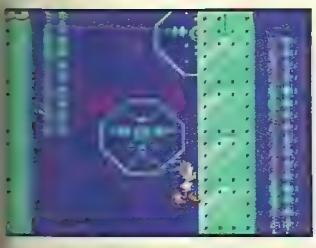
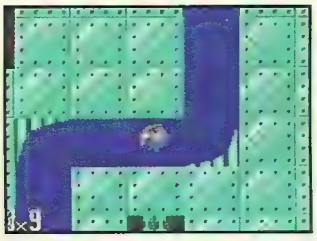
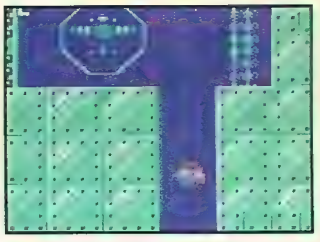




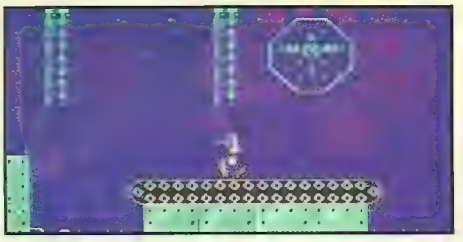
Be careful when you make this jump. Pull back to the right when you clear the platform so you don't hit the Bomber! Keep going to the left, fall down the hole, and head for the end.

GIMMICK MT. ZONE 3 ACT

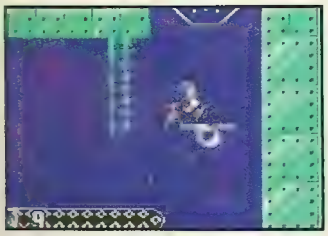
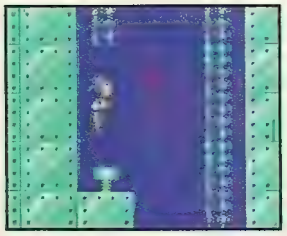
This Act is Boar-ing. Not! OK.
It's not too hard, though. Just don't panic and you'll be on your way to the Scrambled Egg Zone with Boar bacon!

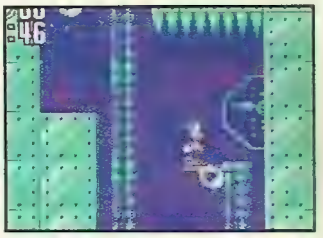
...st run right and drop down the tubes. There's only one way to go, so you can't get lost!



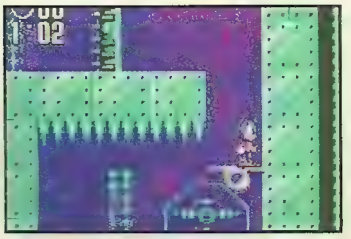
At the bottom, head right, over four conveyors.

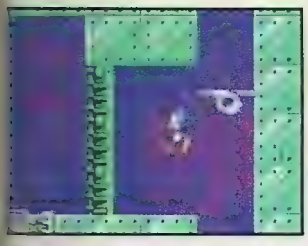
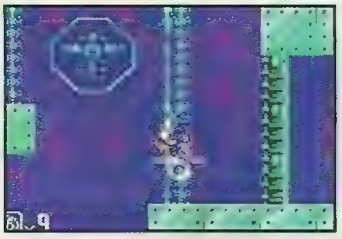
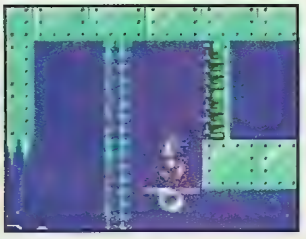
Jump on the moving platform and ride it upward. Jump off the spring and onto another platform, or . . .



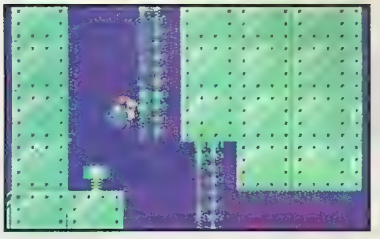
. . . ride to the top and jump across, under the spikes.



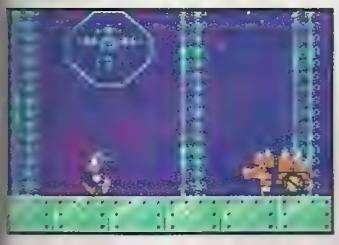
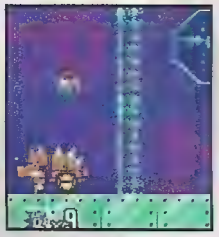
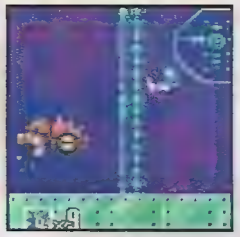
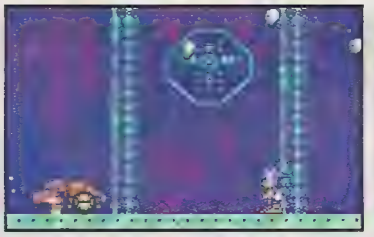
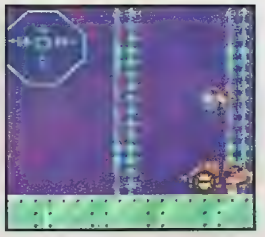
Don't panic! This platform will miss the spikes on top.

...mp off the platform here and wait while it goes up and comes back. Then jump back on and ride to ...e left. Jump onto the ledge ahead, and back on the moving platform. It will go under the spikes.



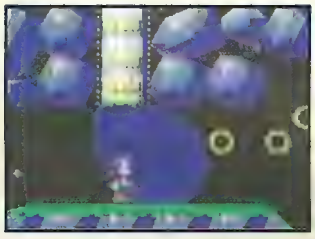
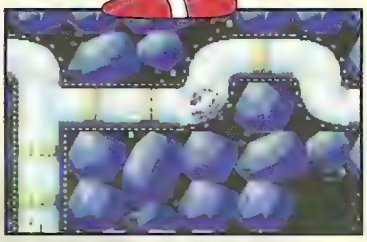
When you get to this spring, jump on it to ride up and meet the Mechano-Boar.

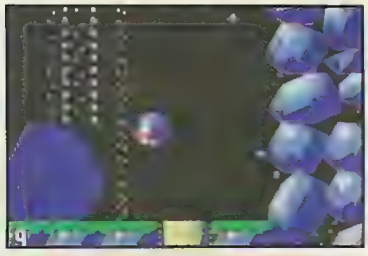
This Mechano-Boar will charge full steam ahead. Jump over him as he crashes into the wall, then spin-attack as you come down. Keep moving from side to side and you'll soon have mechano-bacon!

SCRAMBLED EGG ZONE 1 ACT

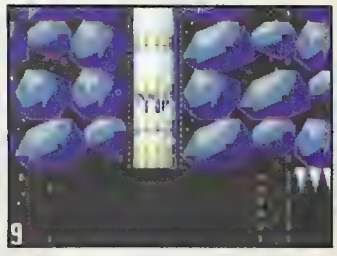
Scrambled Egg Zone Act 1 can be very confusing. Just be careful where you go and remember, you can steer your way through the tubes! Check the next page for ways through the most complicated tubes!

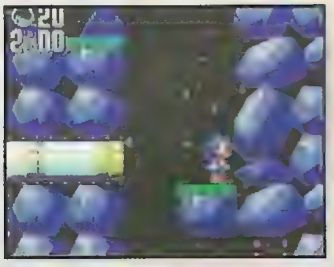
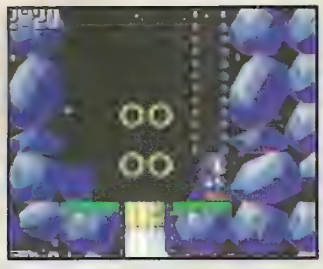
Jump into the first tube and push RIGHT on the D-pad to take the right-hand branch. Collect some Rings, then jump back into the tube. This time, push UP to come out the high exit.



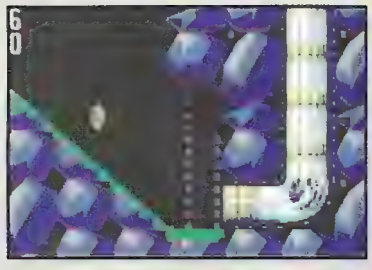
Hit the Ring bonuses on the way down! You can keep going through the tube to collect Rings. Finally, go straight up in the tube to come out in a new place.



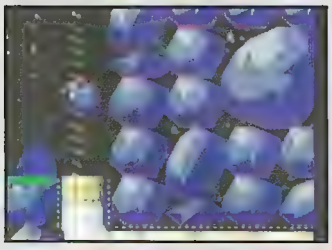
Run past some enemies and jump onto this spring. It will take you into the tube entrance above.

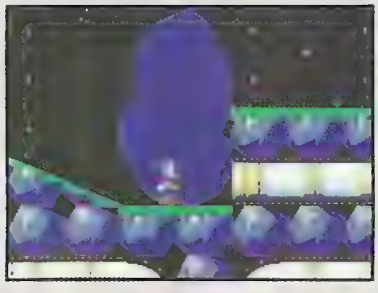
Drop down from here to enter the tube below. It takes you to an extra Sonic. Now run left and retrace your steps through the high tube above the spring. Ride to the top this time and jump to the left (avoid the Bomber).



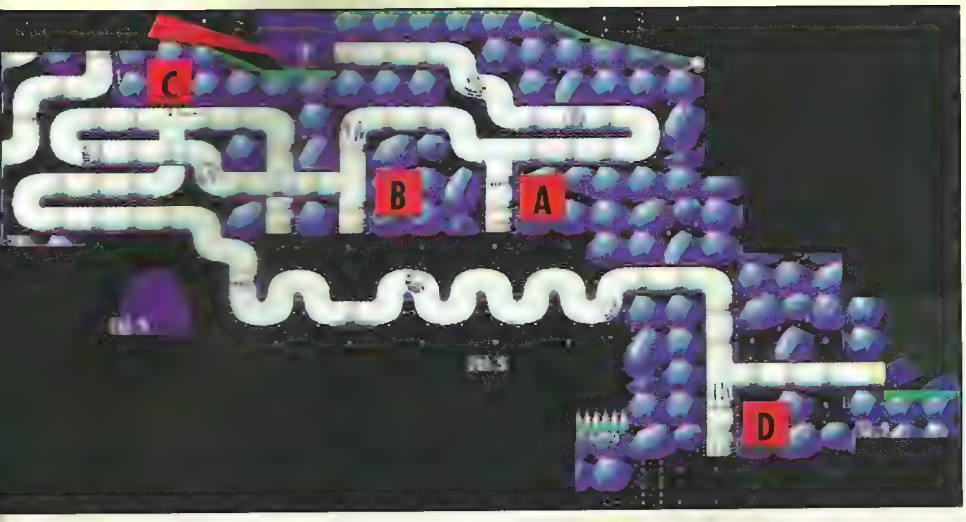
After the Bomber, run down the slope and enter this tube.



Run to the left and pass the Ring arrow. Enter the tube heading right again.

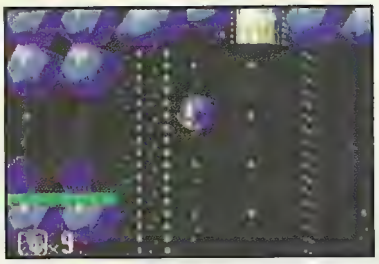


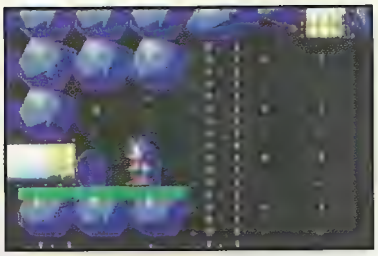
On the next page you'll see a diagram of how to get through this tube.

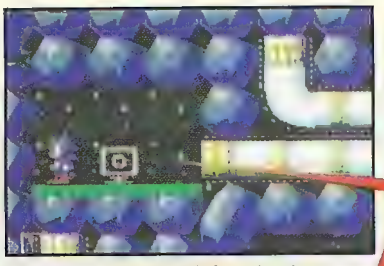


A. Go straight here.
B. Go left here.
C. Go down here.
D. Go right here for the 1-Up, and down for platform to the next tube.

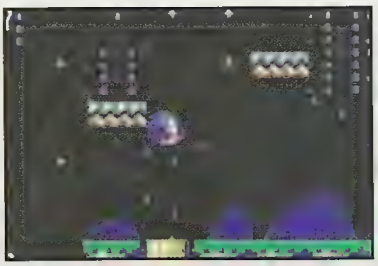
The right exit leads to the 1-Up. Now jump back into the tube and immediately push down to go to the platform.

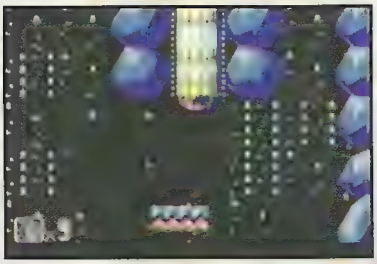


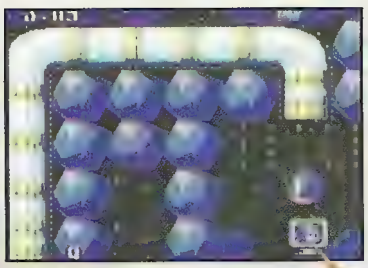




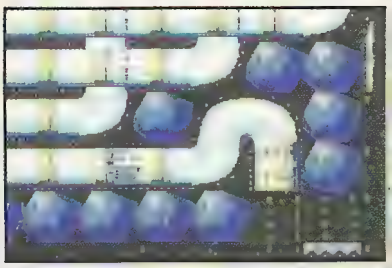
When you land on the platform, immediately jump off to the left and land on the ledge. Enter the tube to the left. It leads to a Ring bonus and another tube entrance. Jump into the next tube.



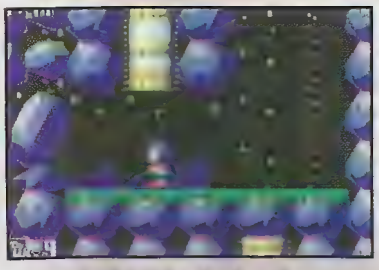




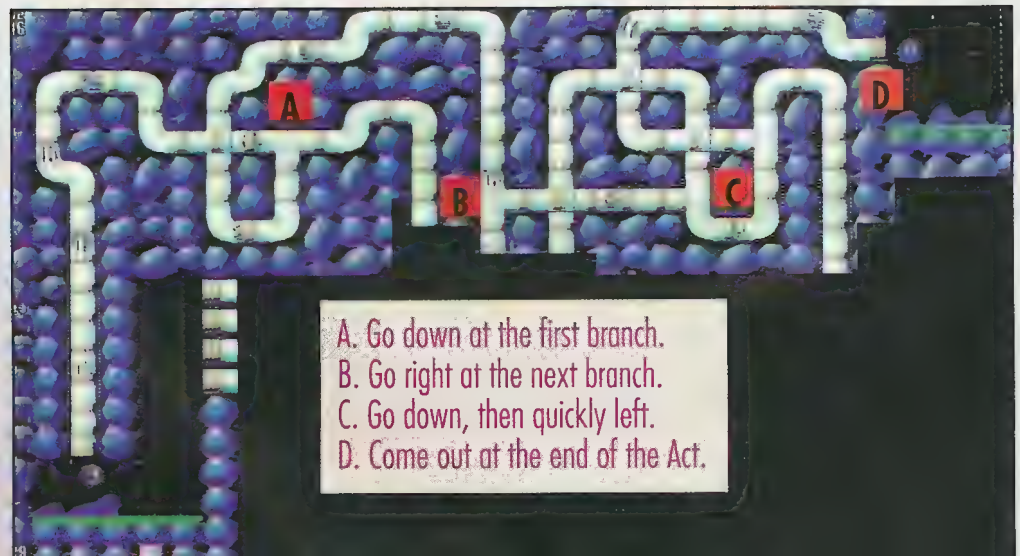
Jump onto the moving platforms and from them to the upper tube. You'll find another 1-Up there. Bounce back into the tube from the 1-Up and land on the moving platform. Ride past two tubes and jump into the third.



Jump into this tube from the moving platform.



Now enter this tube. Look at the composite map to see how to get through.

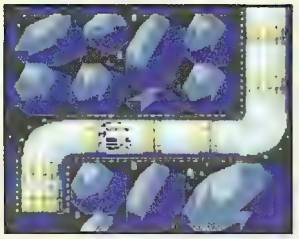


A. Go down at the first branch.
B. Go right at the next branch.
C. Go down, then quickly left.
D. Come out at the end of the Act.

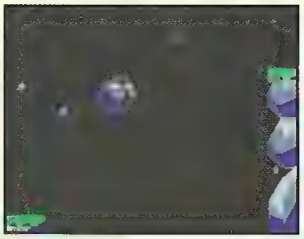
SCRAMBLED EGG ZONE 2 ACT

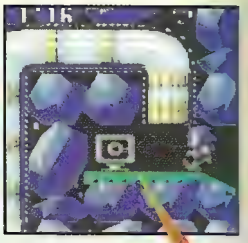
Get ready for some excitement in this totally tubular Act. Oh, and don't look for an Emerald here—that's in the next Act. Just collect lots of Rings and a few 1-Ups!

To get past the bomber, jump toward him, then angle left to land where you started. After he blows, go right.

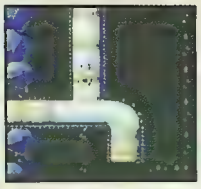


Jump into this tube.

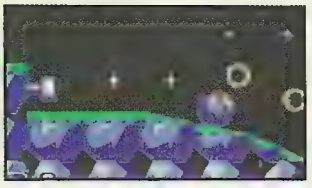


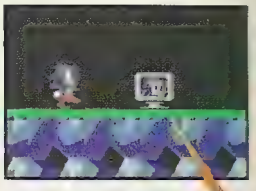


Yes, you can make this jump, or use the tube and collect a Ring bonus. The jump is easier in the long run.



If you decide to use the tube, jump up into it. Now push RIGHT, a quick LEFT, and then UP to come out in a column of Rings as shown above.

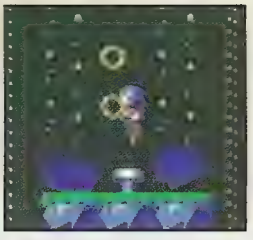




Bounce off this spring and off the ramp at the bottom of the slope to land on the high ledge and get this 1-Up.

There's another 1-Up just below the first.

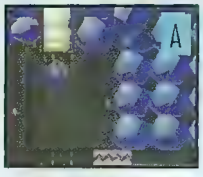
To the right of the first 1-Up is Ring city!

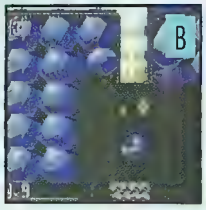


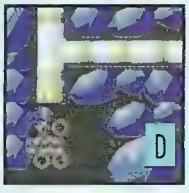
To the left of the second 1-Up is spring land!

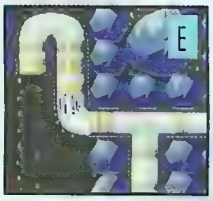
After the springs, head right to ride this platform and jump in the tube.

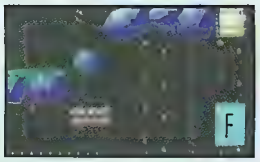
It lets you out onto another platform.

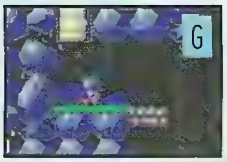






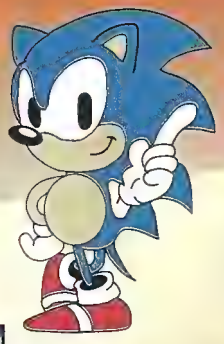






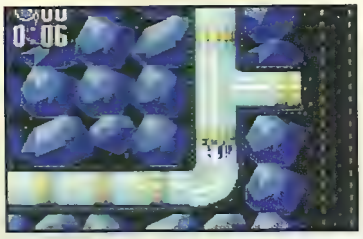
A. When you get to the next moving platform, ride to the right and jump into the tube. B. You'll come out on the platform again. C. Ride to the wall and jump into the tube. D. Press DOWN on the D-pad to land on the platform again. E. Jump back into the tube, then press LEFT and come out on the platform again. F. Now ride the platform to the left, jumping off when you have to, until you reach the tube at the far left. G. This tube takes you to the end of the Act!

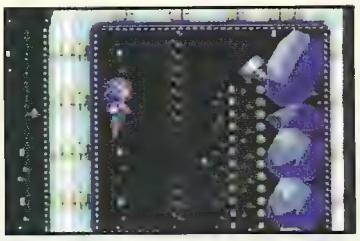
SCRAMBLED EGG ZONE 3 ACT

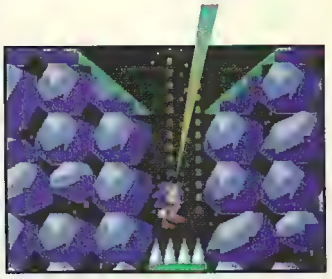


In Act 3 of the Scrambled Egg Zone, you'll meet Robo-Sonic. He's a mean mechanical dude and he's got the final Chaos Emerald. Have you met your match?

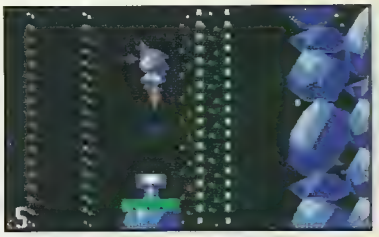
Jump on this spring to get to the tube leading to Robo-Sonic!

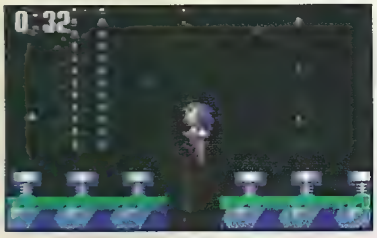






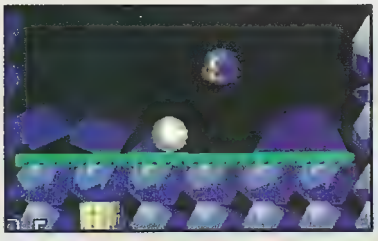
Take the right fork here. If you don't, there's a chance you'll bounce up the springs and land in the deadly spike pit!

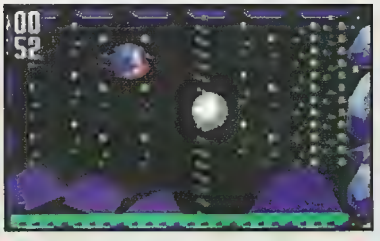




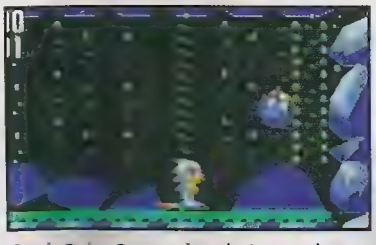
If you do go to the right in the tube, then you can jump up the springs. You'll eventually end up at a row of springs.

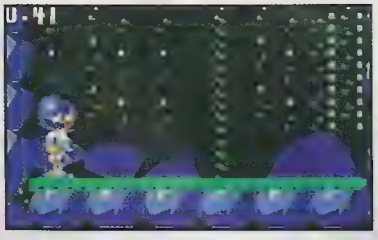
If you keep jumping, you'll eventually come to this moving platform and from there into the tube.

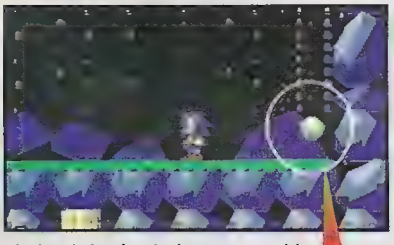




Meet Robo-Sonic! He's a cool machine! In fact he's so cool, he might play with his yo-yo. But he'll also roll up and attack you in a spin. You're well matched, though. Hit him spinning and you'll bounce off!





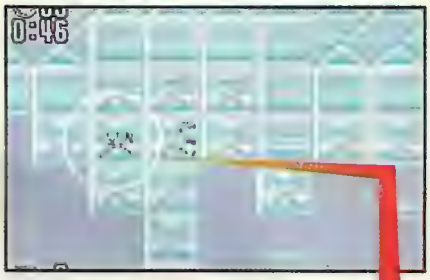


Catch Robo-Sonic when he's standing still and you'll eventually defeat him. He'll leave behind the final Chaos Emerald!

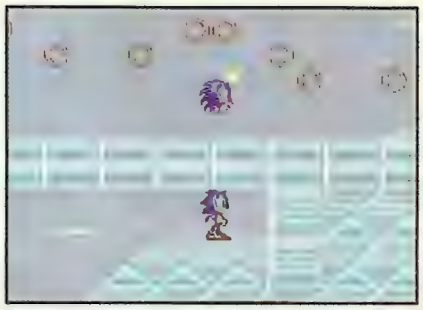
CRYSTAL EGG ZONE 1 ACT

This mysterious Zone appears when you get all the Chaos Emeralds. Look for Crystal Eggs worth an extra Sonic. Collect lots of Rings on your way to Act 2.

Take the lower route. You can use this spring to give you extra speed.

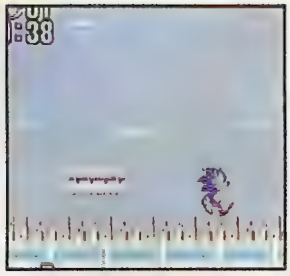


Watch for falling blocks. Up in a secret passage is a Crystal Egg, good for an extra Sonic.



This is where the upper and lower routes meet! You can jump up from the lower path.

Here you can choose the upper or lower routes again.



The lower route leads to an Invincibility bonus that lets you run across the spikes to the end of the Act. This is by far the easiest way to go!

If you stay on the upper route, bounce off the breakable blocks until . . .

. . . you get to a spring. Then spring to the right to several more springs, and from there to a high ledge. You can collect a lot of Rings this way.

This is where the lower and upper routes meet. From here, run right to the end.

CRYSTAL EGG 2 ZONE ACT

Crystal Egg Act 2 is a lot like Act 1. Just look for 1-Ups, another Crystal Egg, and more Rings. When you think you're ready, head for the end and on to your final meeting with Robotnik!

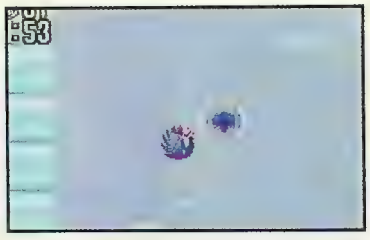
Use this spring to get over the spike pit.

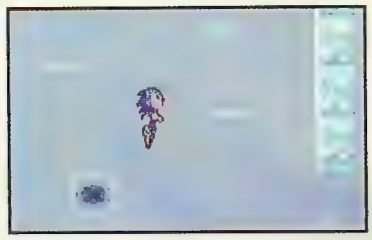
Jump up these springs to gather some extra Rings and a 1-Up!

Jump to the left and get over the spikes.

Then run down the slope and jump off the ramp.

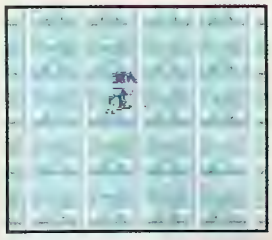
When you land, put on the brakes before you hit the spring at the end.



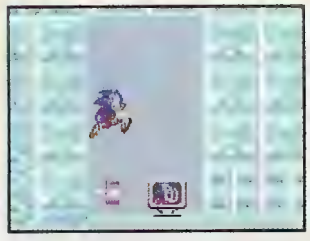


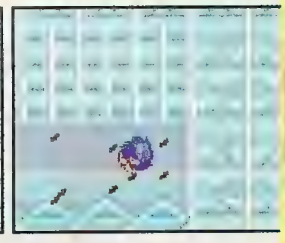
These strange gravity disks spin and weave through the air. Jump from one to the other, then to the platform above.
HINT: Try to jump off when both Sonic and the gravity disk are on the way up!

Don't jump on this spring until the rotating mace is out of the way!

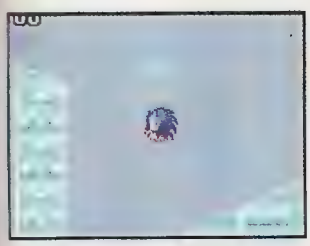


In this crystal area, just keep heading to the right.



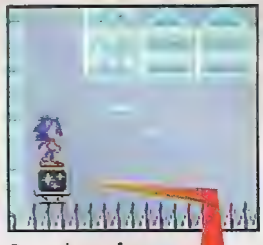


Hit the spring to get this 1-Up, but angle left so you miss the spikes. There's another 1-Up just past the lower spring to the right. Now break through the wall, again to the right.

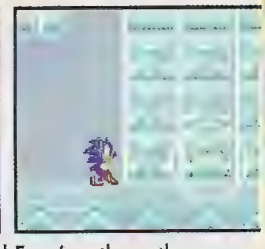


Later, you'll have to jump up to the left here.

The springs will send you up to collect some Rings.



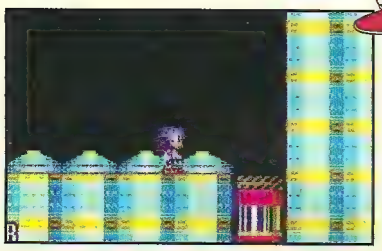
Drop down for an Invincibility!



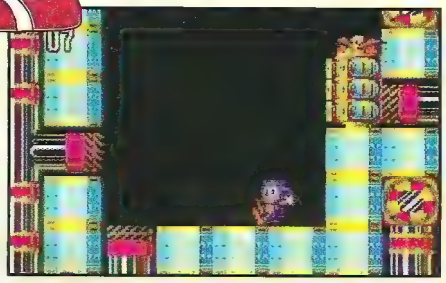
Go down here to collect another Crystal Egg (worth another Sonic)! Keep going to the right to the end of the Act.

CRYSTAL EGG ZONE 3 ACT

This is it. You've worked hard to get here, but be careful. Robotnik is still up to his old tricks. You can defeat him, but you'll have to be patient. Remember: Stay in the outer tubes until the lightning stops for the second time!

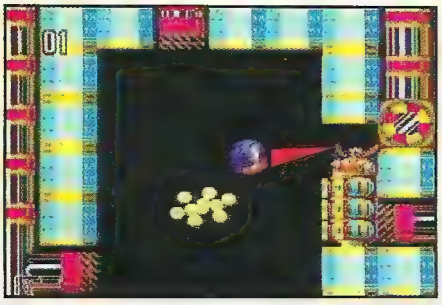


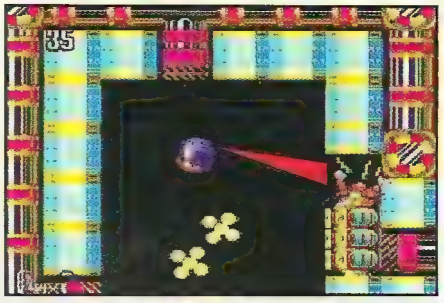
Jump in this tube to meet your old enemy, Robotnik!



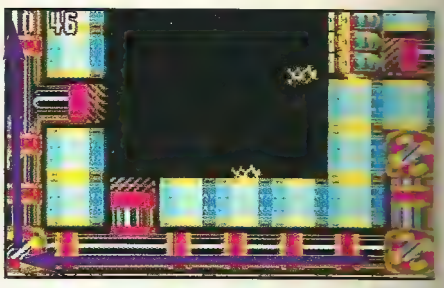
There he is, in one of his strange contraptions.

First wait for him to shoot, then . . .

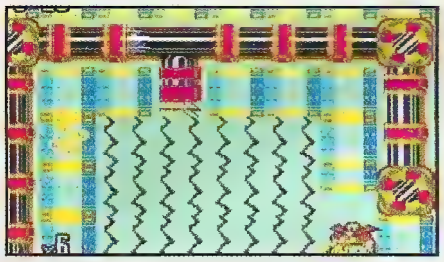




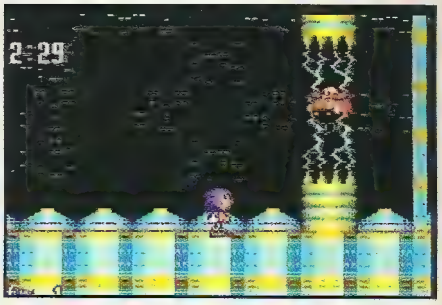
. . . jump up and hit him and bounce back off and over his fireballs.



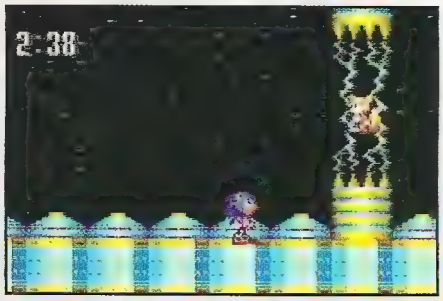
Quickly jump into a tube and stay in. You must push in a direction, or you'll pop back out.



After this electrical field flashes twice, it's safe to come out of the tube and attack again.



When you finally beat him, Robotnik will run away, and enter his teleport machine.



But when Robotnik leaves, Tails appears. You've won! For now . . .

That was a blast — a Sonic blast! And you were great! I bet Robotnik won't show his face around here for a long time. Well . . . who knows? Maybe you'd better keep your eyes open in case he shows up in your neighborhood!

Gotta go for now, though. So don't be slow. I know I won't. See ya next time!

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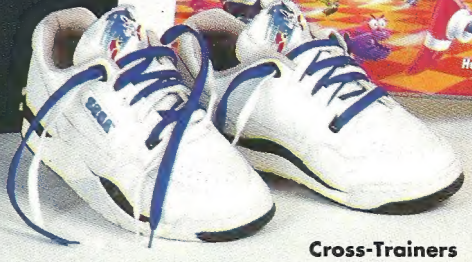

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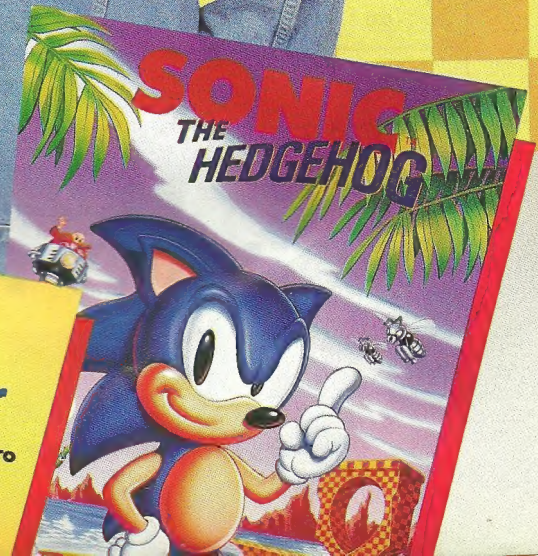

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